NVSC/NPSC Fall Classic

Recreational Tournament

2026 Rules and Regulations

1. ELIGIBILITY

Participation is open to U9-U19 Boys and Girls Recreational Teams registered with a National State Association affiliated with USYSA/USSF or US Club Soccer or national equivalent and must present a valid State or Provincial roster. Teams that are members of organizations of the United States Soccer Federation but not members of US Youth Soccer (such as AYSO, SAY or US Club Soccer) 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). Such a team roster does need to be provided to tournament officials, however, along with current passes from its organization and a current team roster.

5 guest players are permitted for U-9 through U-19. However, a team using guest players must have no more than

Roster Sizes:

- U9-U10 7v7 teams are limited to 13 players identified at Registration
- U11-U12 9v9 teams are limited to 16 players identified at Registration
- U13 through U19 teams can have 22 players identified at Registration

Guest players must be current USYS/USSF or national equivalent players whose team for which they are registered is not participating in the Fall Classic Recreational Tournament. Guest players may not be currently rostered on a travel team. Guest Players must have played in the Fall 2026 season for the club in which they are guest playing.

Players must be born during or after the year indicated by the age division in which they are to compete.

TEAM TYPES

Recreational Teams with Guest Players – a team that participates in a recreational, house, or intramural program for a club, league or association with five guest players added to any core roster. Teams with guests will not be put in a different bracket of play just because guest players are added. Each team can add five guests without going over the maximum roster limit.

TEAMS FORMED THROUGH A TRYOUT/SELECTION PROCESS ARE NOT ELIGIBLE

All-Star/Advanced/Challenge teams are NOT eligible to participate.

All-Star team definition - all-star teams are identified as those teams that would combine players from more than 1 team AND subsequently have more than 5 guest players "rostered" on their team. Team eligibility will be verified with each team registrar by the tournament committee.

TEAM GROUPINGS

Grouping of Age Divisions: Teams U9-U19 are welcome to register and will be grouped together for the tournament to form the following brackets: U9/ U10, U11/U12, U13, U14, U15/U16 and U17/U18/U19. However, additional groupings or combining groupings may be necessary and are at the discretion of the tournament director.

2. REGISTRATION REQUIREMENTS

Team registration will be handled on site 1 hour before the team's first game on Saturday. Complete instructions are available on the tournament website.

Necessary items for registration/check-in:

- The Official 2026/2027 team roster approved by your Club Registrar with guest players written at the bottom and designated as such.
- Medical Release forms for each player including guest players
- Official Player cards including guest player cards.

All teams must have player cards, Tournament roster and Medical release forms available for review at each game.

Region 1 Policy Regarding Application to Host A Tournament

Region I have established the following policy concerning permission to travel when attending USYS 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 USYS 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 1.

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

Please Note: Each team's official roster, player passes, and medical release forms must be available for inspection prior to and for the duration of each game.

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.

3. CONDUCT/DISCIPLINARY ACTIONS

Any player or coach who is sent-off from any tournament game is prohibited from participating in the next immediately following tournament game played by their team. A player or coach may receive more than a one-game suspension depending on the severity of the offense.

<u>RED CARDS</u>

Any player or coach who receives a red card will be sent-off from that game, must leave the field immediately, and will not be eligible to participate in the team's next game.

YELLOW CARDS

Any player or coach who receives one yellow card will be cautioned of the offense and allowed to continue to play.

A second yellow card issued to a player or coach during any one game will count as a red card and the player or coach will be sent-off from the current game and be suspended from the team's next game.

For both teams, players and coaches will take one side of the pitch. Supporters and spectators will take the other side of the pitch. The designated Site Coordinator will indicate to the referee and to the teams which sides will be designated for players/coaches and which is for spectators. Any modification or change to this requirement will be the determination of the Tournament Director.

No coaches, players, or spectators are authorized within 18 yards of the end of the field and no one is permitted behind the end line. All spectators must remain behind the spectator's lines.

It is the responsibility of the team's coach or the person acting on the coach's behalf to control the conduct of the parents and other spectators. Failure to do so may result in a warning by the referee to the coach or the person acting on the coach's behalf. INAPPROPRIATE OR UNSPORTSMANLIKE CONDUCT WILL NOT BE TOLERATED AND MAY RESULT IN THE EJECTION OF THE COACH AND/OR SPECTATORS. If a coach or spectator is ejected from a game, it will be treated as a red card offense and that coach must leave the field area a minimum of 200 yards for the remainder of that game and may not be present at the following scheduled game.

If the ejected coach is coaching more than one team, that coach will be barred from all tournament sites until the team he/she was coaching, at the time of the ejection, has completed its next scheduled game. Spectators causing the coach to be ejected will be subject to the same penalties as the coach. If a coach has been ejected and there is no assistant coach, team manager or other team official, as listed on the roster to represent the team, the game will be ruled a forfeit and will stop at that time. All ejections will be reported in writing to the team's Club, League, and State Association.

NOISE MAKING DEVICES ARE NOT PERMITTED.

ALCOHOLIC BEVERAGES, ILLEGAL DRUGS, AND WEAPONS ARE NOT PERMITTED AT ANY TOURNAMENT SITE. ANY PLAYER, COACH, OR SPECTATOR FOUND IN POSSESSION OF ALCOHOL, ILLEGAL DRUGS, OR WEAPONS WILL BE BANNED FROM THE TOURNAMENT AND APPROPRIATE NOTIFICATIONS WILL BE MADE TO LAW ENFORCEMENT AUTHORITIES. SMOKING AND USE OF TOBACCO PRODUCTS IS PROHIBITED FROM THE GAME FIELD INCLUDING THE SIDELINES AND SPECTATOR AREAS.

HARASSMENT OF REFEREES AND/OR ASSISTANT REFEREES OR ANY VIOLENT OR ABUSIVE BEHAVIOR, OR FOUL LANGUAGE DIRECTED AT ANYONE WILL NOT BE TOLERATED. PERSONS ENGAGING IN SUCH BEHAVIOR ARE LIABLE TO BE BANNED FROM THE TOURNAMENT AND ALL TOURNAMENT SITES BY TOURNAMENT OFFICIALS. TEAMS JUDGED GUILTY OF BEHAVIOR DETRIMENTAL TO THE TOURNAMENT WILL BE BARRED FROM PARTICIPATION IN THE FOLLOWING YEAR. A WRITTEN REPORT WILL BE FILED WITH THE VIRGINIA STATE ASSOCIATION AS WELL AS THE TEAM'S STATE ASSOCIATION, CLUB,
AND LEAGUE.

The Tournament Director is the final arbiter of all disputes, arguments, and misunderstandings. The Tournament Director interpretations and decisions are in all cases final.

4. RULES OF PLAY

Except as modified herein, the FIFA "Laws of the Game" will apply to all games. All teams will play 11v11, except U-8 (4v4), U-9 / U-10 teams (7v7) and U-11 and U12 (9v9).

U9-10 Player Development Initiative Modifications - Build-Out Lines. The Build-Out Line is a line extending from touchline to touchline halfway between the penalty area and the centerline. When the defending goalkeeper has the ball in hand or the defending team has been awarded a goal kick, the attacking team shall retreat behind the Build-Out Line until the ball is put back in play. Where a physical line is not present, the referee may mark the line with appropriate soft cones, pennies, or other markings placed off the field. The defending team is not required to wait until the attacking team retreats behind the Build-Out Line; indeed, some clubs will instruct their teams not to wait, choosing instead to force their players to play out of pressure. An attacking

player shall not be deemed to be in an offside position if such player has not crossed the Build-Out Line at the time the ball is played.

No Punting/Dropkicks - If the goalkeeper punts or drop kicks the ball, an indirect free kick will be awarded to the opposing team from the spot of the offense; if the punt or drop kick occurs within the goal area, the indirect free kick will be taken on the goal area line parallel to the goal line at the nearest point to where the offense occurred.

At age group divisions U12 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.

5. FIELD AND GAME EQUIPMENT

Soccer shoes with metal cleats are prohibited. Shoes with toe cleats typically found on baseball style cleats though not all baseball cleats have the toe cleat are not allowed to be worn.

U13 - U19 Players must have a uniform jersey with a distinct number on the back matching their number on the team's official state roster.

Home teams must wear dark-colored jerseys, while away teams are required to wear light-colored jerseys.

When uniform colors are similar, the home team will change colors. The team listed first on the game schedule is the home team.

All players must wear shin guards completely covered by uniform socks in accordance with FIFA laws.

If not provided by the tournament, the designated home team must provide a game ball. Balls may be supplied by the tournament, at the discretion of the tournament committee. If the tournament game ball is lost, the designated home team is responsible for supplying a comparable game ball to the referee.

6. SUBSTITUTIONS

Substitutions will be unlimited and may be made, with the consent of the referee, at the following times:

- Prior to throw-in, by the team in possession or the opposing team if the team in possession is substituting

- Prior to a goal kick, by either team
- After a goal by either team
- In the event of an injury, when the referee stops play (one-for-one for the injured player(s))
- At half time or the beginning of an overtime period
- 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.

7. DIVISIONS AND DIVISION STRUCTURE

Divisions: Every attempt will be made to make multiple divisions for all age groups.

Divisions may be deleted, combined or added at the Tournament Committee's discretion. Division placement will determine the level of the team pool and will NOT be grounds for discussion or protest.

Division Structure: 4, 5, 6 or 8 Team Divisions

Age	**Match Length**	**Half Time**	**Format**	**Min Players to Start**	**Ball**	**Comments**
U9-U10	50 min	5 min	7 v 7	6	Size 4	Offside will be called. Build Out Lines enforced*
U11-U12	60 min	5 min	9 v 9	7	Size 4	Offside called. No Heading.
U13-U14	60 min	5 min	11 v 11	7	Size 5	
U15-U16	60 min	5 min	11 v 11	7	Size 5	
U17-U19	60 min	5 min	11 v 11	7	Size 5	

*Build Out Line – When the goalie has the ball in hand during play from the opponent, the opposing team must move behind the build out line until the ball is put into play. Goalie can pass, throw or roll the ball to a teammate (punting and drop kicks are not allowed). The opposing team must also move behind the build out line during a goal kick until the ball is put into play.

Combining age groups may be necessary at the Tournament Committee's discretion.

All games will be played with a running clock. The referee may stop the clock for serious injuries or other incidents. The referee is the official timekeeper and therefore all decisions regarding game duration are solely at the referee's discretion and shall not be protested.

All preliminary games will be played and decided in regulation time. No overtime periods or penalty kicks will be used to break a tie in preliminary round games.

Semi Finals and Finals ending in ties will be decided with penalty kicks in accordance with FIFA laws.

Where necessary to maintain the schedule, the NVSC appointed site coordinator can adjust the length of game periods equally.

8. POINT SYSTEM

Points will be awarded as follows: three (3) points for a win; one (1) point for a tie and no (0) points for a loss.

Tie-breaker points will be awarded in the event of a tie within the bracket after the preliminary round with a maximum of five (5) points per game. Tie-breaker points only come into play if there are multiple teams with the same record.

In the event of a tie within a bracket after preliminary rounds, the following tie-breaker system shall be used to determine group winners and group runner-up (if applicable):

1. Winner of Head-to-Head Competition
2. Goal differential. In each preliminary game, tie-breaker points will be awarded for goal differential (difference between goals for and goals against) to a maximum of five (5) goal differential points per game. (Example: Score is 5-2. The winning team would receive 3 points and the losing team would receive -3 points.)
3. Least Goals Allowed, Max 5
4. Most goals scored, Max 5
5. Most Shutout Wins
6. Fewest Yellow and Red Card penalty points
7. FIFA Penalty Kicks

In the event of a three-way tie the tie-breaker sequences begin with "Goal Differential", and proceeds in order down through the steps until the tie is broken, and the winner is determined; once the winner is determined the runner-up is determined by continuing

through the steps. No steps are to be repeated or skipped.

If FIFA penalty kicks are required in a 3-way tie, there will be a draw by the Site Coordinator. The first team drawn will receive a bye; the next team drawn will be the home team against the remaining team in the first contest. The winner of the first contest will then compete against the bye team to determine the group winner. In this contest the bye team will be the home team.

9. FAILURE TO SHOW AND FORFEITS

A team shall be allowed a ten (10) minute grace period after the scheduled kick-off time before the match is considered a forfeit. A minimum of six (6) players at U9/10, minimum of seven (7) players for U11 - U19 constitutes a team and if said number of players are present; the game will not be delayed.

A forfeit in the preliminary rounds shall be awarded as three (3) points for the win. The score of a forfeited game will be 3-0 (four bonus points).

Forfeits of a semi-final or championship game shall be recorded as 1-0.

Any team forfeiting a championship game will not be entitled to individual trophies or team awards.

Failure to produce either duly authorized Player Registration Cards or an Official Fall Classic Recreational Tournament Approved Team Roster to the appropriate Site Coordinator or Tournament Official thirty (30) minutes prior to scheduled game time is grounds for a forfeit. Playing a suspended player (a player receiving either a red card, two yellow cards in one game or three yellow cards in the tournament) in the game following the receipt of a red card is grounds for a forfeit.

Results for suspended games due to disciplinary reasons will be at the discretion of the Tournament Director.

10. GAME AND SCORE REPORTING

The Site Coordinator will ensure that the official tournament game cards are properly completed, signatures obtained, and the scores recorded at the end of each game by each team representative. Each team manager/or team representative must complete the game card at the conclusion of each game and, before leaving the field area, provide complete information on that team's players receiving yellow/red cards during the game including the player's full name and number.

It is the responsibility of each team manager/or team representative to deliver the completed and signed game card to the appropriate Site Coordinator/ Site Tent promptly at the conclusion of each game.

11. PROTESTS

THERE WILL BE NO PROTESTS. The decision of the Tournament Director, Site Coordinators and/or Tournament Committee are FINAL.

12. INCLEMENT WEATHER

In the event of inclement weather, the Tournament Director or official representative(s) will have the authority to:

* Relocate or reschedule any game(s);
* Change the duration of any game(s);
* Cancel any preliminary game(s);

* Consider any game terminated by game or Tournament Officials after one half of play as official as of the time of termination and the score stands at time of termination; and determine the format for advancement.

13. GENERAL

The tournament will do its best to schedule three games for each team. However, at the Tournament Director's discretion, the number of games is reduced, the tournament is not liable for any expenses and
no refunds for the tournament application fees will be given. Under no circumstances whatsoever will the Virginia Youth Soccer Association, Inc., the Northern Virginia Soccer Club, Inc., the Fall Classic Recreation Tournament Committee, or any of their official representatives be responsible for any expenses (including the Tournament entry fee) incurred by any team.

This includes a situation whereby the Tournament or any game(s) is canceled in whole or part. It is solely up to the Tournament Committee, to decide if any refunds will be returned, due to partial or full cancellation of the tournament.

No items, may be sold at, headquarters, playing fields, or surrounding areas for the duration of the tournament unless specifically sanctioned by the Fall Classic Recreational Tournament Committee.

14. WITHDRAWAL POLICY

A team may withdraw from the Tournament for any reason 45 days prior to Tournament kick

off with no penalty. If a team withdraws from the Tournament 30 to 44 days prior to the Tournament Kick-off, the team will receive a 50% rebate of Tournament fee. If a team decides to withdraw from the Tournament less than 30 days prior to Tournament Kick-off no refunds will be allowed. We will consider a full refund for teams that must withdraw for any reason that finds a fully paid replacement of equal team quality, as determined by the Tournament Director.