



CA VELOCITY CUP



June 20th-21st, 2026

Rules & Regulations

Ca Velocity Cup will be played under FIFA regulations as adapted by the California Youth Soccer Association – South for youth competition and by the Committee **Ca Velocity Cup**.

Tournament is open to USSF, USYS, US Club Soccer, USSSA and AYSO affiliated teams.

Teams will play in the age brackets for the 2026-2027 season. Teams must have 2025/26 or 2026/27 player passes and medical releases.

Tournament Check-In

All team managers or coaches will need to report to the check-in tent, one hour before their teams' first scheduled game for team check-in. Failure to check in can result in disqualification (without a refund of the fee) from the tournament.

By registering your team, you are committing to playing all games scheduled for your team at the scheduled times and dates. Games not played will be classified as a forfeit. Games will not be rescheduled.

Current laminated player cards (USFF/USYSA/AYSO/Cal South) will be required of all players as proof of age and must be available for inspection at initial check-in along with team rosters. Teams will also be required to keep medical releases (Cal South Player Registration Applications and/or US Club Soccer Form R002) on hand at all times, in case of emergency.

Eligibility

1. 2018-2017 age group will play 7v7
2. 2016-2015 age group will play 9v9
3. 2014-2008 age group will play 11 v11

****Please note the application of the new age group matrix for 2026-2027 - teams will therefore have mixed age groups. The tournament committee has done its' best to accommodate age groups along with level of play in sorting divisions/brackets.***

Rosters

- U8-U9** (U8: August 1, 2018 & younger, U9: August 1, 2017 & younger; 7v7) & U10 (August 1, 2016 & younger, 7v7) team rosters are limited to a maximum twelve (12) players per team.

U11-U12 (U11: August 1, 2015 & younger, U12: August 1, 2014 & younger, 9v9) team rosters are limited to a maximum of sixteen (16) players per team.

U13 (August 1, 2013 & younger, 11v11) team rosters are limited to a maximum of eighteen (18) players per team.

U14-U19 (U14: August 1, 2012 & younger, U15: August 1, 2011 & younger, U16: August 1, 2010, & younger, U17: August 1, 2009 & younger, U18: August 1, 2008 & younger, U19: August 1, 2007 & younger, 11v11) team rosters are limited to a maximum of twenty two (22) players per team, with only 18 players eligible to participate in each game.
- Players not designated to participate in any given game may not dress to play.
- All teams can have up to five (5) Guest Players **within their maximum roster size**.
- Players can play for more than one team in the tournament as long as both teams are from the same club. The player may only play up and NOT down. In other words, a flight 2 player can only play on a flight 1 team, whereas a flight 1 player can only play on a flight 1 team or higher and not on a flight 2 or flight 3 team (s).
- All players, including guest players must have jersey #'s and players may not change numbers once registration is complete.
- Rosters are frozen after initial check-in (before the teams' 2nd game).
- Teams may start/play a game with a minimum number of players:
7v7: 5 players, 9v9: 6 players, 11v11: 7 players

Game Procedures

- The first team listed is considered the home team. The home team will supply the game ball unless provided by the tournament and ball is subject to referee approval.
- Both teams will be on the same side of the field, spectators will be on the opposite side. Home team will choose which sideline to locate players.
- In the event of a color conflict with uniforms, the home team must change jerseys.

Game Procedures Cont'd

4. The player's shirt number must be the same as the shirt number on the daily match report. If the numbers are not the same, the referee is instructed not to let the player take part in the match until tournament officials resolve the matter.
5. No duplicate jersey numbers will be allowed. Players will be disqualified if found to be using duplicate jerseys.
6. All teams are required to have USSF/USYSA/AYSO/Cal South player identification cards and rosters present at initial check-in and at all matches. Players must use valid player cards from the 2025/26 season.
7. All teams must have a licensed coach or carded administrator at each game.
8. Player ID cards and rosters will be verified at check-in on the 1st day of the tournament, no later than 1 hour before the teams' 1st game.
9. All player cards must be with the manager and/or coach during the tournament. For those teams with **digital cards, please print a hard copy of the card(s) to present at check-in** to expedite the registration process for everyone.
10. All teams shall consist of at least eight (8) players – six (6) players for U10.

Match Rules

All games shall be played by FIFA Rules as modified by USSF, USYSA and Cal South Rules. Tournament Director will resolve any issues/occurrences not explicitly covered by the rules here-in. Tournament Director will make a final ruling relating to the interpretation of the Tournament rules. However, the Tournament Director may delegate authority to the Venue Director and or Field Marshall if he/she is not present at the venue during the game or an incident occurrence.

Duration of Games and Ball Sizes

Division/Age Group	# of Players on Field	Pool Play & Semi's Halves	Finals/Halves	Ball Size
U19 – August 1, 2007 & younger	11 v 11	30 minutes	30 minutes	5
U18 – August 1, 2008 & younger	11 v 11	30 minutes	30 minutes	5
U17 – August 1, 2009 & younger	11 v 11	30 minutes	30 minutes	5
U16 - August 1, 2010 & younger	11 v 11	30 minutes	30 minutes	5
U15 – August 1, 2011 & younger	11 v 11	30 minutes	30 minutes	5
U14 – August 1, 2012 & younger	11 v 11	30 minutes	30 minutes	5
U13 – August 1, 2013 & younger	11 v 11	30 minutes	30 minutes	5
U12 – August 1, 2014 & younger	9 v 9	25 minutes	25 minutes	4
U11 – August 1, 2015 & younger	9 v 9	25 minutes	25 minutes	4
U10 – August 1, 2016 & younger	7 v 7	25 minutes	25 minutes	4
U9 – August 1, 2017 & younger	7 v 7	25 minutes	25 minutes	4
U8 – August 1, 2018 & younger	7 v 7	25 minutes	25 minutes	4
U7-August 1, 2019 & younger	7 v 7	25 minutes	25 minutes	4

***Additional time will not be added to the games for injuries. All games will be played on a running clock.**

No Heading Guidelines – U10 and younger

- No deliberate heading is allowed for 7v7 age group (2019, 2018, 2017) and 9v9 age group 2016 only.
- If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense.
- If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infraction occurred.

9 v 9 (U11 & U12) Heading Guidelines

- Deliberate heading is **NOT** allowed in **U11** games. If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred. **Heading is allowed in U12 games without limitations.**

Build Out Line 7v7 only

- When the goalkeeper has the ball in his/her hands during play from the opponent, 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 (***punts and dropkicks are not allowed***).
- After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play can resume as normal.
- The opposing team must also move behind the build out line during a goal kick until the ball is put into play.
- If a goalkeeper punts or drop kicks the ball, an indirect free kick should 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 should be given on the goal area line parallel to the goal line at the nearest point to where the infraction occurred.
- The build out 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 build out line.
- Players can be penalized for an offside offense between the build out line and goal line.

Build Out Line Practical Applications

All 7 v 7 games will follow the Cal South/ US Soccer Player Development Initiative (PDI's) regarding the use of the build out line which promotes playing the ball out of the back in a less pressured setting. There is NO build out line for 9 v 9 games.

The development rule requires the goalkeeper to put the ball into play once all the opponents are past the build out line. However, the goalkeeper can put the ball into play sooner but he or she does so accepting the positioning of the opponents and the consequences of how play resumes.

To teach and support the intent of the development rule, coaches and referees should be mindful of any intentional delays being caused by opponents not retreating in a timely manner or encroaching over the building out line prior to the ball being put into play. Coaches are responsible for addressing these types of issues with their players and referees can manage the situation with misconduct if deemed appropriate. Referees will be flexible when enforcing the 6 second rule and counting the time of possession should only begin when all opponents have moved behind the build out line.

Player Equipment

- Per FIFA Laws of the Game #4, the wearing of shin guards is mandatory. Therefore no player without shin guards will be allowed to compete.
- Proper soccer shoes must be worn by all players during games. Shoes having a toe cleat will not be allowed.
- No player may wear anything hazardous to themselves or another player, including jewelry.
- Players will not be allowed to play with an injury which could be aggravated by continued play or which, in the opinion of the referees constitute a danger to the player or others.

Player Substitution

- Substitution by a team shall be unlimited in all age groups but only with the permission of the referee.
- Substitutions can be made by both teams with the consent of the referee, at any stoppage of play. Stoppage of play is defined by but not limited to the following:
 - Prior to a goal kick by either team
 - After a goal by either team
 - After an injury to either team if referee stops play
 - During half time
 - For any cautioned player (at coach's discretion)
 - After stoppage due to a foul.
 - Prior to start of either overtime period.
- When a player is injured on the field and requires attention, they must be substituted off the field of play, if only briefly.
- Substitutions shall be made at midfield within ten (10) yards of the halfway line. The substituted player shall not enter the field of play until allowed by the referee and the player substituted has left the field of play.
- There is no substitution on free kicks.

Game Format

Each team will play a minimum of 3 games. Referees have been instructed to start games on time. There is a running clock for all games, therefore there will be no stoppage time for injuries. Half time for games will be 5 minutes.

Scoring

- Win = 3 points
- Tie = 1 point
- Loss = 0 points

In the elimination stage, if the score is tied at the end of regulation time, kicks from the penalty mark as per FIFA laws will decide the match.

Scoring con'd

In the event a tie breaker is necessary to determine which teams will advance beyond the round robin, the following order of tie breakers will apply for all age groups:

- | | |
|----------------------|----------------------|
| 1. Goal Differential | 5. Bonus Points |
| 2. Goals Against | 6. Penalty Shootouts |
| 3. Head to Head | 7. Coin Flips |
| 4. Most Wins | |

Bracketing

- Groups consisting of 8 teams
 - ◆ 2 brackets of 4 teams
 - ◆ each team plays everyone within their bracket.
 - ◆ 1st place team in Bracket A & 1st place team in Bracket B advance to finals
- Groups consisting of 6 teams
 - ◆ 2 brackets of 3 teams
 - ◆ each team in one bracket will play all teams in the opposing bracket.
 - ◆ top 2 highest point scorers between the 6 teams will advance to the finals
- Groups consisting of 5 teams
 - ◆ will play round robin style (each team plays each other)
 - ◆ 1st and 2nd place teams will be determined by in group play
- Groups consisting of 4 teams
 - ◆ 1 bracket, teams will engage in group play
 - ◆ top 2 teams with the most overall points will play in championship game
 - ◆ elimination rounds will be listed as 1 v 2 (final), 3 v 4 (consolation game)

Note: In the predetermined pairings for the first game of the elimination stage, adjustments will be made if teams come out of the same preliminary round bracket or have played each other, to avoid teams that have already played each other having to play each other again. Any changes other than listed will be made by tournament competition committee.

Score Reporting – Match Report

The official match report for each completed match must be verified (i.e., score, cautions, send offs) immediately after the game by the team coach or manager. Any challenges to match score reporting will first be referred to the signed scorecard.

Tournament officials reserve the right to make final decision.

Cautions & Ejections

- Any player or coach who assaults a referee will be expelled from the Tournament ASAP.
- Players or Coaches sent off during a match are not allowed to play/coach in the next match and will serve a one game suspension. A player receiving two cautions (yellow cards) in a single game is considered to have been given an Ejection (red card). A player who has been ejected (sent off) cannot be replaced. A player or coach who has been ejected for that game must leave the field of play immediately.
- A player receiving two cautions in one game during the preliminary round robin of the tournament is not allowed to play in the next match, including the first game of the elimination stage. A player receiving two cautions during the elimination stage of the competition is not allowed to play in the next match. Cautions received during the preliminary rounds of the tournament do not carry over to the elimination rounds.
- The spirit of the game and safe environments for the players, coaches, referees, and staff is our priority.
- All players and spectators will be expected to demonstrate good sportsmanlike behavior. **Coaches have total responsibility for the conduct of their players, substitutes, friends and spectators at all times.** At no time shall offensive, insulting, or abusive language be permitted. Harassment towards assigned referees will not be tolerated and coaches, managers, players, are subject to ejections/suspensions. Spectators are subject to being removed from the field for inappropriate conduct.
- If a referee terminates a game due to misconduct of players or spectators, the offending team will forfeit. In the case of continued bad conduct on the part of players, team management, team officials, or team supporters, the team can be disqualified from the Tournament and reported to their home club and association.
- Any player or coach sent off during the tournament or any player receiving multiple cautions during the tournament may be required to attend a Disciplinary Committee hearing. Players must be accompanied by their coach and/or manager. Official Match Reports will be reviewed by the Disciplinary Committee, and they will determine if a hearing is necessary. Any hearing could result in the player or coach being required to sit out additional matches or being withdrawn from the competition. Team officials will be notified as soon as possible if a hearing has been scheduled.
- Judgment calls by referees may not be appealed.
- Tournament Committee decisions may not be appealed.

Unauthorized Field Access – Zero Tolerance Policy

To ensure safety and maintain the integrity of all matches, **no individual is permitted to enter the field of play without clear permission from the referee.** Anyone doing so will be promptly removed.

The team connected to the individual will be issued a **mandatory \$250 fine for the first offense, plus \$250 for each additional person involved** in the violation.

If the fine is not paid in a timely manner, the incident will be reported to the team's parent club for further review, which may include **suspension of team privileges.**

This policy will be consistently enforced.

Appeals/Fair Play

- All referee decisions are considered final. Only coaches can file a formal complaint to the tournament director & committee. Managers/parents complaints will not be heard or allowed.
- No video will be reviewed to support protest, objection and/or complaint on matter of judgement.
- All protests must be submitted in English to the Tournament Director & Committee within three hours of the end of the match with a \$200 cash non-refundable fee. Only protests that concern the Laws of the Game and ineligible players will be considered. All decisions will be in the best interest of soccer and may not be appealed.
- Cheating will not be tolerated. Any team caught cheating will be instantly forfeited out of the tournament. The team will not be accepted to any of our future tournaments. The team officials caught cheating will be reported to their state association for further disciplinary actions.

*Afore mentioned subject to FIFA laws as modified by USSF, USYSA and Cal South rules apply.

Inclement Weather & Unforeseen Circumstances

During a tournament, inclement weather policies prioritize player safety. Decisions made by the tournament organizers, the city and /or school district fields are based on weather conditions and field/course conditions.

- In the event of inclement weather, bracket games that have completed the first half will be considered complete games and will not be rescheduled. For Quarter-final, Semi-final and Final games, play will be resumed from the point of suspension if weather and field conditions permit (this may be the following day). The final decision will be made by the Tournament Competition Committee in conjunction with the Tournament Director.

Inclement Weather & Unforeseen Circumstances Cont'd

- In the event that the tournament is cancelled because of rain or inclement weather (including but not limited to high wind, fire, poor air quality, excessive heat warning, earthquake, tornado, etc.) the following % of team registration fee **may be** refunded by the tournament as determined by the Tournament Competition Committee and Tournament Director.
 - No games played, 25% of the team registration fee may be refunded
 - 1 games played, 20% of the team registration fee may be refunded
 - 2 games played, 10% of the team registration fee may be refunded
 - 3 games played, 0% of the team registration fee may be refunded.
- In the event the tournament is cancelled due to political unrest, protests, rioting, or any other **unforeseen** circumstances beyond the control of the tournament committee, the aforementioned % of team registration fee as applicable to increment weather may be refunded.
- The decision of the Tournament Director, in conjunction with the Tournament Competition committee, on any matter is final and may not be appealed.

Venue Rules & Restrictions

- **NO Alcoholic beverages** are permitted in the immediate vicinity of any playing site.
- Smoking is not permitted in the immediate vicinity of any playing site.
- No pets shall be permitted on any fields at any time.
- **NO** food, gum, or seeds of any kind allowed on synthetic turf. Only water is allowed.
- After each game, teams and parents must immediately collect their belongings and clear the sideline to allow the next team to move into position for their game. This orderly and quick transition will allow the tournament to keep to the posted game schedules.
- After each game, trash is to be picked up by each team sidelines and placed in one of the provided receptacles.
- Breaking the law is under the jurisdiction of the city Police Department where the venues are located and not the tournament management team. Proper authorities will be contacted as deemed necessary.

Tournament Refund Policy

Refunds will be issued to all teams not accepted, but once accepted NO REFUNDS WILL BE GIVEN.

Requests for withdrawals (DROPS) from the tournament will only be accepted from Administrators (Contact Person or Coach) listed on the teams application for the tournament.

Refunds given to teams that drop prior to acceptance in the tournament will be assessed a \$80.00 administrative fee.

Refunds due to cancellation because of inclement weather or some other act of God will be determined as follows:

REFUND POLICY: In the event of inclement weather or other circumstances beyond the tournaments' control leading to a complete cancellation of the event (no games are played), the tournament management may refund a maximum of 25% of the tournament's registration fees.

No refund will be allowed due to forfeit of any game by any team accepted into the tournament.

*The **Ca Velocity Cup** committee reserves the right to amend the tournament rules as conditions may warrant.*