

DMV Memorial Cup Tournament Rules

These rules govern team eligibility, match procedures, competition format, conduct, and tournament administration. By participating, each team agrees to follow these rules and all decisions issued by tournament officials.

1 Team Eligibility and Rosters

Eligible teams. The tournament is open to boys' and girls' club teams in the U8 through U19 age groups. Accepted teams must be registered with a National or State Association affiliated with USYS, USSF, or the appropriate national equivalent and must provide a valid State or Provincial roster.

Roster limits. Teams may roster up to 15 players for U8–U10 (7v7), 16 players for U11–U12 (9v9), and 22 players for U13–U19. A U13–U19 team carrying more than 18 players must designate no more than 18 players for each match; only those 18 players may be in uniform on the bench.

Proof of age. Players must meet the age requirements for their division. Current player registration cards authorized by the appropriate State, Provincial, or National Association are required as proof of age.

Age Group	Eligible Birth Dates
U19	Aug. 1, 2008 – July 31, 2009
U18	Aug. 1, 2009 – July 31, 2010
U17	Aug. 1, 2010 – July 31, 2011
U16	Aug. 1, 2011 – July 31, 2012
U15	Aug. 1, 2012 – July 31, 2013
U14	Aug. 1, 2013 – July 31, 2014
U13	Aug. 1, 2014 – July 31, 2015
U12	Aug. 1, 2015 – July 31, 2016
U11	Aug. 1, 2016 – July 31, 2017
U10	Aug. 1, 2017 – July 31, 2018
U9	Aug. 1, 2018 – July 31, 2019
U8	Aug. 1, 2019 – July 31, 2020

Age-group adjustments. The Tournament Committee may combine age groups when necessary. U8–U10 will play 7v7 on smaller fields, and U11–U12 will play 9v9 on smaller fields.

Guest players. A team may use up to five guest players without exceeding its age-group roster limit. Guest players must hold current USYS, USSF, or national-equivalent credentials. Recreational guest players must

obtain comparable certification from the same authority that issues player registration cards. US Club Soccer teams may use only US Club Soccer-registered guest players; USYS teams may use only players with properly stamped USYS player passes.

One-team restriction. A player may be rostered to and play for only one team in the tournament.

Mixed credentials prohibited. A team must use credentials from one sanctioning organization. USYS and US Club Soccer player cards may not be mixed on the same team.

2 Travel Permission and Regional Policy

Non-Region I teams. Teams outside Region I that are not US Club Soccer teams must provide a Permission to Travel form signed by their association.

Region I teams. USYS State Association teams from Region I that are accepted into a Region I tournament do not need Permission to Travel papers. Permission to Travel is also not required for friendly games within Region I.

Region I National State Associations include:

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

Other organizations. Teams affiliated with USSF organizations other than US Youth Soccer, including AYSO, SAY, and US Club Soccer, are not required to carry a US Youth Soccer Permission to Travel form, although their own organization may require permission. These teams must provide a current organizational roster and current player passes.

3 Housing and Withdrawal

Tournament housing. Any team requiring hotel accommodations must use the tournament housing service as a condition of acceptance. A team that does not comply may be disqualified.

Withdrawal. A team that withdraws after April 1, 2027, will forfeit its application fee.

4 Tournament Check In

Check-in options. Team check-in will be available online and in person at Tournament Headquarters.

Online deadline. All online check-in materials must be submitted by 11:00 p.m. on May 14, 2027. No exceptions will be granted. A team that misses the online deadline must complete in-person check-in at Tournament Headquarters. Detailed instructions will be posted on the tournament website.

Tournament Headquarters. The St. James, 6805 Industrial Road, Springfield, VA 22151.

Required team documents

- One copy of the team's official State-approved roster.
- A completed Official DMV Memorial Cup Team Roster listing each eligible player and jersey number.
- Any required Permission to Travel form.
- Current player registration cards.
- Signed Team Medical Release Form; notarization is not required.

Approved roster controls. Only players listed on the Official DMV Memorial Cup Team Roster approved at check-in may participate. Each player may appear on only one tournament roster.

5 Laws of the Game and Age Specific Modifications

Governing laws. Matches will be played under the FIFA Laws of the Game except where these tournament rules provide a specific modification.

Heading Rule for U11 and Younger

When the ball strikes a player in the head, the referee will stop play. If the player deliberately headed the ball, the opposing team will receive an indirect free kick. If the offense occurs within the goal area, the kick will be taken from the goal-area line parallel to the goal line at the point nearest the offense. If the contact is inadvertent, play will restart with a dropped ball.

U9 and U10 Build Out Line

The build-out line extends from touchline to touchline halfway between the penalty area and the halfway line. When the defending goalkeeper has the ball in hand or the defending team is awarded a goal kick, the attacking team must retreat behind the build-out line until the ball is put into play. If no physical line is present, the referee may use soft cones, pinnies, or similar markers placed outside the field. The defending team does not have to wait for the attacking team to retreat before restarting play. An attacking player who has not crossed the build-out line when the ball is played will not be considered in an offside position.

U9 and U10 No Punting or Dropkicks

Goalkeepers may not punt or dropkick the ball. A violation results in an indirect free kick for the opposing team from the location of the offense. If the violation occurs within the goal area, the kick will be taken from the goal-area line parallel to the goal line at the nearest point.

6 Divisions and Flights

Competitive divisions. For U8 through U19, the tournament may offer the Valor, Freedom, Liberty, Legacy, and Patriot divisions, listed from highest to lowest competitive level. The Tournament Committee may add, remove, combine, or rename divisions as needed.

Subdivisions and flights. A division may be separated into subdivisions. A flight is a competitive grouping within a division or subdivision. All placements are made at the Tournament Committee's discretion.

7 Match Length and Timing

Age	Ball	Preliminary	Semifinal	Championship
U19	5	80 min.	N/A	N/A
U18	5	80 min.	N/A	N/A
U17	5	80 min.	N/A	N/A
U16	5	80 min.	N/A	N/A
U15	5	80 min.	N/A	N/A
U14	5	60 min.	60 min.	70 min.
U13	5	60 min.	60 min.	70 min.
U12	4	60 min.	60 min.	60 min.
U11	4	60 min.	60 min.	60 min.
U10	4	50 min.	50 min.	50 min.
U9	4	50 min.	50 min.	50 min.
U8	4	50 min.	50 min.	50 min.

Halftime. Every match will include a five-minute halftime.

Running clock. All matches use a running clock. The referee may stop time for a serious injury or another significant incident. The referee is the official timekeeper, and decisions concerning match duration are final and may not be protested.

Water breaks. The referee may provide a water break near the midpoint of each half when heat conditions warrant.

8 Field Check In and Equipment

Arrival. Teams must report for field check-in at least 30 minutes before the scheduled kickoff.

- Player registration cards and the approved Official DMV Memorial Cup Team Roster must remain available at the field for the entire match.
- Jersey numbers must be visible and must match the numbers on the approved roster. A player with a mismatched number may not participate until the discrepancy is corrected by changing jerseys, using tape, or another approved method.
- Players must wear shin guards in accordance with the Laws of the Game.
- Metal cleats and jewelry are prohibited.
- Hard and soft casts are permitted only with the referee's approval.

- If uniform colors are similar, the designated home team must change. The home team is listed first on the schedule. The home team will wear their light color and the away team will wear their dark color uniform.
- Players and coaches from both teams will occupy the same side of the field. Spectators must remain on the opposite side, directly across from their team.
- No more than four team officials may be on the sideline with the players.

U13–U19 teams with more than 18 rostered players. Only the 18 players designated for that match may dress. Additional rostered players may remain on the team side but may not wear their uniforms.

9 Protests and Disputes

Referee decisions. Referee decisions are final. Protests or appeals involving a referee’s judgment or match decisions will not be accepted.

Administrative disputes. A non-referee dispute must be submitted in writing through the Site Coordinator to the Tournament Committee at Tournament Headquarters by the end of the day on which the issue occurred. The Tournament Committee includes the Tournament Director and designated tournament staff. Its decision is final and may not be appealed.

10 Substitutions

Unlimited substitutions. Substitutions are unlimited in number and reentry. With the referee’s consent, substitutions may be made from midfield at any stoppage. A departing player should leave the field before the substitute enters.

Penalty kick procedures. Once regulation has ended in a tie and kicks from the penalty mark are required, no substitutions may be made.

11 Game and Score Reporting

Official scorecard. Tournament staff will ensure that each scorecard is completed and signed. The referee will record the final score and all yellow and red cards.

Delivery of the scorecard. The winning team manager—or the home team manager when the match ends in a tie—must promptly deliver the completed scorecard to the Site Coordinator at the field.

Official result. The Site Coordinator will report all results, cautions, and ejections to Tournament Headquarters. If a discrepancy arises, the scorecard signed by the referee is the official record.

12 Conduct and Discipline

Standard of conduct. Players, coaches, team officials, and spectators must act within the spirit of the Laws of the Game. Temper, dissent, abuse, or harassment directed at a referee or any tournament official will not be tolerated and may result in immediate removal from the facility and the tournament. Repeated misconduct may result in a team’s suspension.

Automatic suspension. A player, coach, or team official ejected from a match is ineligible for the team’s next scheduled match. A verbal instruction from the referee to leave the field is an ejection even if no red card is displayed.

Ejected coaches. An ejected coach must leave the sideline and remain at least 100 yards from the field. The coach may not communicate with or coach the team in any manner, including electronically. In addition to the automatic one-match suspension, the Tournament Committee may impose further discipline and may suspend the coach from matches involving any other team the coach represents in the tournament.

Spectator responsibility. The head coach, or the person acting on the coach's behalf, is responsible for the behavior of the team's parents and spectators. Continued unacceptable conduct after a warning may result in that coach or acting coach being ejected.

Disciplinary reporting. Consistent with the USYS Tournament Hosting Agreement, red cards, yellow cards, and other conduct matters will be reported to the involved team's home club and State or Provincial Association, as well as the US Youth Soccer National Office. For foreign teams, the Tournament Committee will notify the U.S. Soccer Federation, which will transmit the disciplinary action to the appropriate Provincial or National Association.

- Artificial noise-making devices are prohibited.
- Smoking, alcoholic beverages, and verbal abuse are prohibited at all field sites.
- Smoking is prohibited at every school and park used by the tournament.

13 Standings and Tiebreakers

Points. Teams receive three points for a win or a match forfeited in their favor, one point for a tie, and zero points for a loss. The team with the most points at the end of preliminary play wins its flight.

If teams are tied on points, the following criteria will be applied in order:

1. Head-to-head result. This criterion is not used when three or more teams are tied.
2. Most wins.
3. Goal differential, capped at five goals per preliminary match. For example, a 7–1 result counts as a plus-five differential.
4. Fewest goals allowed.
5. Kicks from the penalty mark under FIFA procedures, conducted at least 30 minutes before the scheduled playoff match.

Resolving multi-team ties. Apply the criteria in sequence until one or more teams are separated. Then restart the tiebreaker from the first criterion for the remaining tied teams. Repeat as needed. Any remaining tie will be decided by kicks from the penalty mark at least 30 minutes before the applicable playoff match.

Wild-card selection. When a wild-card team is required, the same tiebreaker procedure will be applied across the entire division.

14 Semifinals and Championships

Advancement. Flight winners advance to a semifinal or championship match depending on the number of flights in the division.

Three-flight divisions. The winners of Flights B and C will play in semifinal No. 1. The Flight A winner will play the wild-card team with the most points, excluding flight winners. If the wild card is also from Flight A, the wild card will instead play the Flight B winner, and the Flight A and Flight C winners will meet in the other semifinal.

Tied playoff matches. If a semifinal or championship match is tied after regulation, the winner will be determined by kicks from the penalty mark under FIFA procedures. Every eligible player on the field must take a kick before any player takes a second kick.

Awards. Awards will be presented only to the champion and finalist—the two teams that compete in the division championship match.

15 Failure to Appear and Forfeits

Grace period. A team has 10 minutes after the scheduled kickoff time to field the minimum number of players. The minimum is seven players for U11–U19 and six players for U8–U10. If the minimum is present, the match will

not be delayed. Before recording a forfeit for tardiness, the Site Coordinator must obtain approval from the Tournament Director or the Director's representative at the Command Center. Any exception is at the Tournament Director's discretion.

Effect on advancement. A team that forfeits a match may not be declared a flight winner, second-place qualifier, or wild-card team. The next eligible team with the best record will take that position.

Abandoned match. If a team causes a match to be terminated, the Tournament Committee will determine the outcome of the game. The referee has sole authority to decide which team caused the termination, and that decision may not be protested.

Recorded result. A preliminary-round forfeit awards three points to the winning team. A semifinal or championship forfeit will be recorded as a 3–0 result.

Awards after a championship forfeit. A team that forfeits a championship match is not entitled to individual trophies or team awards.

Ineligible player. Using a player in the match immediately following a red card, including a dismissal resulting from two yellow cards in one match, is grounds for a forfeit.

16 Inclement Weather

When weather or field conditions require changes, the Tournament Director or designated representative may:

- Relocate or reschedule a match.
- Shorten a match.
- Cancel a preliminary match.
- Declare a match official when it is terminated after at least one half has been completed; the score at termination will stand.
- Determine or modify the method of advancement.

17 General Tournament Policies

Expenses and cancellations. Virginia Youth Soccer Association, Inc., The St. James, the DMV Memorial Cup Tournament Committee, and their representatives are not responsible for expenses incurred by any team, including the entry fee, if the tournament or any match is canceled in whole or in part.

Final authority. The Tournament Committee, or its designated representative, has final authority to interpret and apply these rules.

Sales and fundraising. No merchandise, raffle tickets, or other items may be sold at Tournament Headquarters, playing fields, or surrounding areas unless the Tournament Committee provides prior approval.

Photography and video. Photographs, film, and video captured during the tournament may be posted on the tournament website.

Weather-related refund review. If the tournament cannot be completed because of weather, any applicable refund policy will be determined within 60 days after all invoices have been paid and the final tournament budget has been approved.

Referee certification. All tournament referees will be certified by the Federation.