

2026 OHIO TRAVEL CUP RULES

Tournament Headquarters - North Coast Premier Soccer Complex-Seville, OH

Tournament Director: Marcie Schwartz

Tournament Administrator: Dawn DiCicco

Dates of Tournament: 10/3/26 and 10/4/26

Tournament Locations:

Preliminary games will be played at one of the following locations:

North Coast Premier Soccer Complex, 8809 Lake Road, Seville, Ohio 44273

Wadsworth Muhl Fields, 390 Trease Road, Wadsworth, Ohio 44281

Cloverleaf Fields, 8075 Buffham Road, Lodi, Ohio 44254

Foltz Park (Ehrnfelt Soccer Complex), 15677 Foltz Industrial Parkway, Strongsville, OH 44149

Cunningham/Huffman Park, 4410 Weymouth Road, Medina, OH 44256

All finals matches will either be played at the North Coast Premier Soccer Complex OR Foltz Park, unless field conditions or other circumstances warrant moving the games.

*****Reminder....the Ohio Travel Cup will be using the August 1-July 31 birth formation, rather than the birth year. Go to www.OHTSL.com, click on TOURNAMENTS, OHIO TRAVEL CUP and then 2026-2027 Age Group Chart for guidance*****

Team Check In and Eligibility:

All accepted teams will be required to check in prior to the start of the tournament. Check in procedures will be communicated to accepted teams via email and will be available on the OHTSL website (www.ohtsl.com). Click on TOURNAMENTS, OHIO TRAVEL CUP and then TEAM CHECK IN INSTRUCTIONS. In the event that the check-in requirements are not fulfilled by a tournament team at the time of check in, the Ohio Travel Cup has the right to remove that team from the Ohio Travel Cup. No refunds will be provided for a team that fails to comply with the requirements as stated above.

A player may only play for one team during the course of the tournament.

A younger player can play a maximum of 2 years up in age and/or grade. For example, a U12 5th grade player can play U12, U13 and U14; however, a U12 6th grade player can play U12, U13, U14 or on an 8th grade U15 team.

Format and Rosters:

U9 and U10 teams will play a 7 v 7 format
U11 and U12 teams will play a 9 v 9 format
U13 and U14/15 teams will play an 11 v 11 format

Team rosters will be limited to 18 players for teams playing 11 v 11
Team rosters will be limited to 16 players for teams playing 9 v 9
Team rosters will be limited to 14 players for teams playing 7 v 7

Teams:

The first team listed in the tournament program and/or on the website is the home team.

A maximum of 3 carded coaches are permitted on the coaches' side of the field. All coaches will remain within 20 yards of the centerline on their half of the field, on the side opposite of both teams' spectators. Field marshals will communicate which side is the coach's side if questions arise. Spectators are not permitted behind the goals. (It is the coaches' responsibility to remove spectators from the area)

Player Uniforms:

There must be a number on each uniform. Jersey numbers of each player must be different. If both teams have the same color jerseys, the home team will be responsible to change.

On Field Check Roster Checks:

Tournament staff will conduct random roster checks for preliminary games. Please make sure to have a copy of the roster you uploaded for team check in. It is the intention that roster checks will be conducted for ALL finals. Teams qualifying for finals must be at the field the final is scheduled to be played on at least 20 minutes prior to the scheduled start of the final so roster checks can be conducted. **Any player who is not checked in by the start of the final will be unable to participate in the final.**

Laws of the Game:

All matches must be played in accordance with FIFA Laws of the Game in effect on January 1st of the year that the tournament is held, except as specifically modified for youth play by USSF, US Youth Soccer and US Club with certain Amendments as follows:

1. Substitutes must be at the midfield line. Unlimited substitutions for all age groups will be allowed with the consent of the referee. There is no substitution limitation.

a. Either team may substitute at any stoppage of play, with the referee's permission (this is FIFA.)

- b. When a player has been cautioned (recommended but not required) as this would be a good teaching moment (to sub them out).
- c. Substituted players may return to play in the game.

2. Offside will be enforced for all ages. Offside is played at the center midfield line **NOT the build-out line.**

3. Number of players on the field (including goalie):

U9-U10 = 7

U11-U12 = 9

U13-U15 = 11

4. Heading is not allowed for U9, U10, and U11. If in the referee's opinion a player intentionally heads the ball the result shall be an indirect free kick to the opponent at the spot of the infraction. If the header is in the box it will result in an indirect free kick just outside the box. For U10 and U11 players "playing up", it is the responsibility of the coach to monitor the player. Coaches are responsible if the player heads the ball, not the referees.

5. Match Lengths

Preliminary Games consist of two halves of equal length with the following time frame:

U9 through U12 will play 25 minutes each half.

U13 through U15 will play 30 minutes each half.

Final Games consist of two halves of equal length with the following time frame:

U9-U10 will play two (2) 25 minute halves with two (2) 5-minute overtime periods. In the event the game is still tied, the game will go to penalty kicks.

U11-U12 will play two (2) 30 minute halves, with two (2) 5-minute overtime periods. In the event the game is still tied, the game will go to penalty kicks.

U13-U15 will play two (2) 35 minute halves, with two (2) 5-minute overtime periods. In the event the game is still tied, the game will go to penalty kicks.

6. The Directors reserve the right to adjust game length for conditions beyond their control. See Weather/Reschedule section below.

The game clock will not be stopped because of injury to any player, except if deemed necessary by the referee. Due to the time allowed for the completion of all games, the clock should run continuously.

7. Teams should warm up in an area close to the field where they are scheduled to play, there is no field warm guaranteed. The referee will blow his/ her whistle to let the teams know if it's game time and they're not ready. The clock will start running at game time!

Specific Laws of the Game:

1. No overtime will be played during preliminary games.

2. Red cards will be administered as per FIFA laws of the game. Any player or coach who receives a red card will not be permitted to play/coach the remainder of that game and their next game. A player or coach sent off for a second yellow card (which becomes a red card) will also not be permitted to play the remainder of that game or their next game. The referee will write the name of the player/coach on the game card and the tournament director will follow-up with compliance. If a coach/community does not provide the name of the player receiving the red card, the coach will be subject to additional disciplinary measures to be determined by the Tournament Director.

3. Build Out Line for 7v7 Only

a. A line shall be painted on each end of the field, from touchline to touchline, that is mid distance between the top of the penalty box and the halfway line. This line shall be known as the "build out" line, sometimes called "blue line".

b. When a goalkeeper gains control of the ball with their hands, then all opposing team players must promptly move beyond the build-out line until the ball is put into play. Once all of the players for the opposing team have moved beyond the build out line, the goalkeeper can pass, throw, or roll the ball into play. The goalkeeper may not punt or drop kick the ball. Once the opposing team has retreated behind the build out line, and the ball is put into play, (i.e. the ball is released by the goalkeeper), the opposing team can cross the build out line and play resumes as normal.

c. The same rules apply for a goal kick. Once the ball goes out of bounds, beyond the goal line, the opposing team must move beyond the build out line. After a goalkeeper, or player taking the goal kick kicks the ball, the opposing team can cross the build out line and play resumes as normal.

d. If a goalkeeper punts or drop kicks the ball, an indirect free kick shall be awarded or as otherwise provided in the Laws of the Game.

e. Goalkeepers may put the ball into play prior to the opposing team's players moving beyond the build out line but by doing so accept the positioning of the opponents and the consequences of how play resumes.

f. If any foul from the opposing team is committed behind the build out line, the opposing team must move beyond the build-out line before the foul kick is taken.

g. If the infraction occurs within the build out line to the goal line, all opposing players will stand behind the build out line or 10 yards away from the ball, whichever is further.

Game Balls:

The home team will supply the game balls for all games. Balls used must be FIFA approved.

The game ball size for U9-U12 is size 4.

The game ball size for U13-U15 is size 5.

Player Equipment:

Shin guards are mandatory and must be covered by a sock.

In the event of a color conflict, the home team (first team listed on schedule) will change color. Teams should bring two different color shirts to every game.

The keeper should always have three (3) different color shirts.

No jewelry is permitted to be worn other than medical alert jewelry. This includes earrings, even if ears are newly pierced. Earrings covered with band-aids are not permitted.

Hard casts are required to be properly protected (bubble or foam wrap). The referee has final determination as to whether the player with the cast will be permitted to play.

Match Schedules:

Each team will play a minimum of 3 games (if possible).

Referees will be USSF certified.

It is the intent of the tournament to provide a three-person referee system for the U13-U15 birth years; however, a three-person system is not guaranteed. All others will be a one-person referee system.

Forfeits:

Failure to complete a match, or a team leaving the field during play, will result in forfeiture. No team that has forfeited a game will be declared a group or wild card winner. The team winning by forfeit will be awarded a 4 – 0 score, with the winning team having the 4 and the opponent's score being zero. This score will be the official score in case goal differential is necessary.

Tournament officials reserve the right to decide all matters concerning a forfeit. In no case will a team that has forfeited a game be declared a group winner or wild card.

If a team arrives more than 15 minutes late for a match and the match cannot be played, the Tournament Committee, at their discretion, may declare the game to be a forfeit depending upon the situation.

A game cannot commence until at least one carded coach from that community is present on the sideline.

A team failing to field the proper number of players at the scheduled time, or at any time during the match, will forfeit the game.

7v7 teams must field (5) players

9v9 teams must field (7) players

11v11 teams must field seven (7) players

The scores of forfeit games in this manner will be scored as described above.

Procedures for Determining a Winner:

Scores will be posted as quickly as possible. The winning team is responsible for bringing the game card to the designated location immediately after the conclusion of each game. In the event of a tie, the home team is responsible for bringing the game card to the designated location. Prior to receiving the game card, the referee should verify the final score with both coaches. Coaches should report any discrepancies to Headquarters prior to their next game. If the discrepancy is not presented prior to the start of either teams' next game, the score will stand.

Site scorers will be responsible for updating scores online.

Scores will reflect a maximum **goal difference of four (4)**.

Bracket standings, leading to championship play, will be determined on the following basis:

1. Standings and Tie-breakers

No overtime periods will be played for Preliminary games.

Each team will be awarded three points for a win, one point for a tie, and no points for a loss. In the event of ties in the group standing, the following procedure will determine the group winner:

a. Team with the most points (if tied go to step b).

b. Winner of the game played between the tied teams. (If three or more teams are tied for the group lead, Step 2 is by-passed, go to Step c). Tie breakers do not reset.

c. Highest number of total NET goals (goal differential). Maximum goal differential per game is four (4).

d. Fewer total goals allowed (gross).

e. Most number of shutouts.

f. Penalty kicks (FIFA laws of the game). If both teams advance, the Tournament Director will decide the opponents at the next level of play.

2. The selection of a wild card team (if needed) will be determined as follows:

a. Non-group winner with the most total points.

b. Non-group winner with the most wins.

c. Winner of the game, if applicable, played between the tied teams.

d. Goal Differential (See #3 in Standings Paragraph above)

e. Fewer total goals allowed (gross).

f. Most number of shutouts

g. Penalty kicks (FIFA laws of the game, see definition below). If both teams advance, the Tournament Director will decide the opponents at the next level of play.

3. Penalty Kick Elimination

When Semi-Final and Final matches are still tied after overtime (see overtime times in the Laws of the Game above) the FIFA laws of the game for Penalty Kicks apply.

Coin flip will determine who will go first (visiting team calls).

Five penalty kickers per team. Those players taking the penalty kicks must have been on the field at the conclusion of overtime play. All players must remain on the field until the referee has been handed a list of the order of shooters on the field who will be taking the penalty kicks.

The most goals scored after five kicks for each team wins the game.

If the score remains tied, teams will alternate shooters until there is an unmatched goal between the teams.

After all eligible players on the field of play have taken kicks; teams will start with their first kickers again and in the same order.

All scheduled games must be played, despite team placement as it pertains to finals.

Games Interrupted in the First Half:

If the first half has not been completed and the game is stopped, every effort will be made to complete the game, or play to completion at least the first half and record the score as final. The tournament director will have the final say regarding game completion.

Games shall be considered completed if the first half has concluded. The score at the stoppage of play will be the final game score.

Games Interrupted after the Completion of the First Half:

Games will continue if time permits or, if time or other issues, as determined by the tournament, do not permit the game to continue, the current score at the time when the game is terminated will be the final score.

Note: if necessary, game lengths may be shortened to accommodate scheduling requirements. Any changes will be communicated to the coach or manager via email.

In the event that rescheduling is not possible, and game cancellations create a situation where teams within the division are unable to play an equal number of qualifying games, the group winner will be determined on the basis of awarding the average tournament points earned in the other games to teams that were unable to complete an official game, followed by the tie breaking procedure if necessary. The team with the highest average points will be declared the winner of the group. In the event there is a tie which cannot be resolved by point averaging, the advancing team will be determined by a coin toss, or penalty kicks, per FIFA as directed by the Tournament Director.

Protests and Disputes:

No protests will be accepted.

Standards of Conduct and Discipline:

All participants in the Tournament will be expected to maintain high standards of conduct during their stay in the Lodi area. These standards are expected of players, parents, referees, and other guests in the hotels and motels; keeping noise in the hallways to a minimum, refraining from kicking soccer balls inside any of the buildings, and being respectful of the property of others. Should it come to the attention of the Tournament Directors that a person (or persons) has failed to observe these guidelines; the Director reserves the right to take remedial action. Said action, depending upon the circumstances, may range from a warning, a reduction in points in the standings, or banning that team and/or all teams in its club from future participation in the tournament.

There shall be no dissent between players, parents and/or coaches and the referee. Questioning a referee is considered dissent. All coaches are responsible for the actions of his or her spectators, specifically verbal abuse of referees. Such abuse will NOT be tolerated. Violation may result in forfeiture of the game and/or expulsion from further play.

All coaches will remain within 20 yards of the centerline on their half of the field, on the side opposite of both team's spectators.

If a referee brings a spectator's unruly behavior to the attention of the coaches, it's expected that they speak with the spectator to help deescalate the situation before it intensifies. Spectators/parents may be ejected from the park for improper conduct, at the discretion of the referee or tournament officials. Persons ejected due to any of the above situations must leave the site immediately.

Artificial noisemakers are not permitted.

Dogs (except for service dogs) are not permitted at any tournament location.

Awards:

All divisions U9 through U15 will receive first and second place individual awards after the final game at a location to be announced at a later date.

Inclement Weather Procedures:

The Tournament Director reserves the right to delay the start of a game, reduce the length of the game, or terminate a game. All teams must abide by the tournament weather/field conditions policy. Head coaches only may come to the Tournament HQ only after the weather delay for further information. If a game is temporarily suspended due to weather problems, field conditions, or other situations beyond the tournament's control, each coach involved must check with their site's tournament headquarters. No one will be allowed on the fields until the weather conditions are favorable to resume.

Cancellations:

If the Tournament is canceled due to events beyond the control of the Tournament, the Tournament will not be required to make any financial remuneration.

Waiver:

By entering this tournament, every participant agrees to accept the jurisdiction of the Tournament Committee or its members, the Soccer Club, its Board of Trustees and employees, the United States Soccer Federation, US Club in all matters of dispute. No official, coach, club, league, referee, player or their representative may invoke the aid of the Courts of any political or governmental entity without first exhausting all available remedies within the appropriate affiliated soccer organizations as set forth in these rules, the Constitution and

Bylaws of the Ohio Travel Soccer League, the Constitution and Bylaws of the United States Soccer Federation, the Constitution and Bylaws of the United States Youth Soccer Association, and the Constitution and Bylaws of the US Club. For violation of this rule, the offending party shall be subject to all expenses incurred by these associations and/or their officers, as appropriate, in defending each court action, including, but not limited to, court costs, attorney(s) fees and reasonable compensation for all time and expenses.

General:

The tournament director's interpretation of the foregoing rules/regulations shall be final. The tournament director reserves the right to decide on all matters pertaining to the tournament. Any questions regarding these rules should be directed to the Tournament Director.