# 2026 Reggie Banks Memorial Cup Tournament Rules

Reggie Banks Spring Cup Tournament May 16-17, 2026.This tournament will use the new 2026-2027 U.S. Soccer youth age groups. (August 1st – July 31st) see chart below and shall be played under FIFA laws as modified by the California Youth Soccer Association – South for youth competition, and/or by the Ventura County United Soccer Club and the VCU Tournament Committee.

| BIRTH YEAR | 2019 | 2018 | 2017 | 2016 | 2015 | 2014 | 2013 | 2012 | 2011 | 2010 | 2009 | 2008 | 2007 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| AUG-DEC | U7 | U8 | U9 | U10 | U11 | U12 | U13 | U14 | U15 | U16 | U17 | U18 | U19 |
| JAN-JUL | U8 | U9 | U10 | U11 | U12 | U13 | U14 | U15 | U16 | U17 | U18 | U19 | |

**Registration:** Entry deadline is May 1, 2025. Entry Fee is $825 for U8-U10, $ 875 for U11-U12, $1025 for U13-U19. Plus a GotSport software fee $20. Pay online with Credit Card (additional processing fee), Venmo @VCUnited or make check or money order payable to: Ventura County United, mail to: P.O. Box 1701, Simi Valley, CA 93062. Applications will be accepted and approved only after payment of the required registration fee and the acceptance of the registration application by the tournament registrar. Any team not accepted for participation will receive a full refund. Any team withdrawing from the tournament in writing before the entry deadline will receive a full refund. Any team withdrawing after the entry deadline will forfeit the registration fee entirely.

***Tournament Cancellation:** Cancellation insurance is available through GotSport, any team opting for cancellation insurance will have their refund, if necessary, processed directly through the insurance company. Policy must be purchased 14 days prior to the start of the tournament.

If the tournament is cancelled for any reason prior to 30 days before the tournament, full refunds will be granted. If the tournament is cancelled for any reason between 29 and 1 day prior to the scheduled date, refunds, less hard costs, will be granted. Cancellation or termination during the event will result in no refunds. Teams cancelling their application after the schedule is published will receive no refund. Teams cancelling after acceptance and the application deadline may receive a refund or partial refund if a replacement team is found, at the discretion of the Tournament Director. In the event the tournament is cancelled, prior to its start, due to inclement weather or other acts of God, teams will be refunded the registration fee less an administration fee of $100.

**Check-in:** **MANDATORY** team check-in will be held at your teams' assigned venue at least one hour before first match on Saturday. The team must have the below listed items for credentials processing.

**CREDENTIALS CHECK LIST:**

- Valid laminated player passes
- Approved travel papers and roster (Non-CYSA-S teams only)
- Approved loan player forms (Non-CYSA-S teams only)

**Coach and Player Cards:** Current USYSA, CYSA-S or AYSO approved player cards with the player's photo will be required of all players at the start of each game and at the official check-in. Each team must have an Administrator/Coach with the proper CYSA-approved coaching card at all games.

**Teams Traveling from Out of CYSA-S Area:** Teams traveling from out of CYSA-S must have travel papers filed with the appropriate state organization and received by the Tournament. Be sure to bring any "Amended Approved" travel roster to the Sat. check-in. Any player not appearing on your "Approved" or "Amended Approved" travel roster will not be permitted to play. Loan players must have properly completed and approved loan papers as required by the team's state association.

**Rosters:** Unlimited loan players are allowed as long as the roster does not exceed the max players (14 U8-U11, 18 U12-U16, and 23 U17-U19 (only 18 players can suit per game)). Rosters are frozen after the teams' first game begins. No player may compete in the Tournament on more than one (1) team in the same age bracket(s.)

**Safety:** All players are required to wear shin guards during their games. No shin guards = no play.

**Match Start Times:** All games will begin on time. Teams must be ready to start at the scheduled time; failure to do so will result in a forfeit. A forfeit will be declared if a team cannot field a minimum of seven (7) players at start time. The pre-game warm-up should be done outside of the field. Games MUST START ON TIME.

**Conduct:** All coaches have complete responsibility for the conduct of their players, bench, friends, and spectators at all times. If, in the opinion of the game's officials, a game must be terminated for misconduct of players, bench, or spectators, the offending team can be suspended from further play and forfeit that game and all remaining games. In this event, the forfeit one-–forfeit–all rule will apply. Additionally, the home league and state association will be contacted as appropriate.

**Game Play:** No Heading permitted for specific age groups. No Intentional heading will be allowed in the following age groups U8, U9, U10, and U11. If a player intentionally heads the ball in the referee's judgment, the game will be restarted with an indirect free kick at the point of the infraction.

**Build-Out Line:** On a goal kick, a defensive free kick inside the penalty area, or when the goalkeeper has possession of the ball with their hands, the opposing team must move behind the build-out line until the ball is put back into play.

- The goalkeeper can pass, throw, or roll the ball to put it back into play (punts and drop kicks are not allowed).
- On a goal kick, a defensive free kick inside the penalty area, or when the goalkeeper has possession of the ball with their hands, the opposing team may cross the build-out line when:
    - The goalkeeper changes possession from their hand to play the ball with their feet, or
    - a second touch is made by another player on the goalkeeper's team, or
    - the ball comes to a complete stop, or
    - the ball crosses the build-out line.

**Red & Yellow Cards:** A player receiving a second yellow card in a game shall be expelled from that game, shall not be replaced in that game, and shall not be permitted to play in the next game. A player receiving a straight red card shall be expelled from that game, shall not be replaced in that game, and shall not be permitted to play in the next game. The Tournament Committee may give a further suspension for violent conduct. Any coach who is ejected from the playing area will be suspended for the next game. **One point will be deducted for each expulsion that is recorded.**

**Forfeits:** All forfeits will be scored as a 1-0 game with the winner receiving 8 points. A team will forfeit if:

- It fails to check-in at the Mandatory Registration. In this case, it will forfeit all its games.
- If is not ready to start the game at the scheduled time with a minimum of seven (7) players.
- It plays a red-carded player in the game following the issuance of the red card. In this case, the team will forfeit this game and all others.
- Forfeit one, forfeit all. A forfeit will be scored as a 1-0 game (8 points.) All previously played games will be recorded as a 1-0 win for the non-forfeiting team.

**Game Procedures:**

- Player cards may be checked and rosters verified before each game.
- Coaches are responsible for having a properly filled out match report for each game.
- Home team is listed first on the schedule.
- Each team sits on opposite sides. The home team will choose which side-line to locate their players, coaches, and spectators. No two teams, players, coaches, or spectators will occupy the same side of the field. Parents/spectators need to be on the left side of the team bench / technical area (where the coaches and players sit) and not behind the assistant referee.
- Spectators must be seated on the opposite half of the field from where the AR is positioned.
- Nobody outside of the players and carded officials are allowed to approach any members of the officiating crew.
- All parents and spectators must immediately clear the field after the end of their game to allow for the next team to come in with minimal time around one another.
- Home team shall change jerseys if there is a conflict of colors.
- Home team shall provide the game ball. Game ball shall be subject to referee approval. Games involving U13-U19 will be played with an official size #5 ball. Games for U8-U12 will be played with an official size #4 ball.
- A coin toss prior to kick-off shall determine direction of play and possession of the ball at kick-off.

**Length of Games:** Preliminary round and semi-final games will consist of two halves of the following length with a five (5) minute half time:

| Division | Pool* | Playoffs* | Finals | Overtime** | Game |
|---|---|---|---|---|---|
| U8-U10 | 25 minutes | 25 minutes | 25 minutes | 2<br>5 min<br>periods | 7v7 |
| U11-U12 | 25 minutes | 25 minutes | 25 minutes | 2<br>5 min<br>periods | 9v9 |
| U13-U19 | 30 minutes | 30 minutes | 30 minutes | 2<br>5 min<br>periods | 11v11 |

*The tournament has a running clock in pool and playoff games unless professional medical care is required on the field (i.e., paramedics). All pool and playoff games will be terminated if not less than 5 minutes prior to the scheduled start of the next game regardless of the amount of time played in each half up to that point. A game is complete upon the completion of one half of play, regardless of the circumstances of termination during the second half. The results shall be based on the score at termination.

**No overtime shall be played for pool play games. Playoff games ending in a tie will go directly to penalty kicks. Final games ending in a tie will play two equal overtime halves following a 5-minute break. No break will occur between overtime periods. If the game is still tied after overtime, penalty kicks will determine the winner. Penalty kicks will immediately follow the game, but, subject to field scheduling, **may** be moved to a different field at the same venue.

**Substitutions:** Unlimited substitutions will be allowed in all age groups, including overtime. Teams may, however, substitute only with the referee's permission at any stoppage of play. A 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 a stoppage due to a foul.
- Prior to the start of either overtime period

**Weather:** In case of inclement weather or dangerous field conditions, games may be shortened or rescheduled or go to a FIFA penalty shoot-out, or be cancelled. The Tournament Committee will make the final determination of the choice after the Simi Valley Park and Rec District make their decision on field closures.

**Scoring System:** The 10-point scoring system will be used.

1. Win = 6 points
2. Tie = 3 points
3. Loss = 0 points

4. Shutout = 1 point
5. One point for each goal scored, not to exceed three (3) goals per game.
6. Each team shall receive 4 points for games ending in a 0-0 tie.
7. A forfeit will be scored as a 1-0 game. Forfeit one, forfeit all. (8 points) All previous games will be recorded as a 1-0 win for the non-forfeiting team.
8. One point will be deducted for each player or coach red card that is recorded. Zero points deducted for yellow card, double yellow is recorded as a red.

**Tie Breaker:** If two teams are tied in points at the end of the preliminary rounds, the following tiebreaker procedures will be implemented to determine which teams advance:

1. Winner of head-to-head competition
2. Goal differential (four per game max)
3. Shut-out wins
4. Total goals against (four per game max)
5. Total goals scored (four per game max)
6. Penalty Shoot Out

If required to determine the winner for advancement after the above steps still result in a tie, penalty kicks will be taken at a time chosen by the Tournament prior to the scheduled start of the quarterfinal and/or semi-final game. (In a six team Bracket with top 4 teams advancing to playoffs. If the top two teams on one side the bracket are tied and meet all tie breakers after their final pool play games, a coin toss will determine the seeding for the playoff spots. If there is a three-way tie or a tie between the second and third team in the bracket penalty kicks will decide the seeding.)

For divisions with wildcard teams, the wildcard teams will be the teams with the highest point totals that do not win their bracket. In the event of a tie, on wildcard point totals, the tie breaking system above shall be used.

**Game Delays:** In the event of an unusual event that results in a significant loss of game time, the lost game time may be rescheduled at the discretion of the Tournament Committee. The rescheduling of the lost game time is subject to field availability. An example of an unusual event would be a major injury to a player, which prevented the use of the playing field. The Tournament Committee defines a significant loss of game time as more than half the game. An accumulation of delays due to minor/moderate injuries to several players would not constitute an unusual event nor will these delays be considered lost game time. An accumulation of time delays resulting from the normal course of a game will not be considered lost game time.

**Trash:** Each team is responsible for ensuring that their side-line is clear of all trash at the end of their games. Game card may be withheld if this is not done!

**Disputes:** The referees and/or the Tournament Committee shall make all decisions relating to the interpretation of the Tournament Rules. Disputes relating to the interpretation of these rules will be resolved with the Administrators/Coaches that are registered with the involved team(s). Individuals may not represent a team if not registered as an Administrator/Coach with the involved team(s). The Tournament Committee shall resolve any situations not covered by these Rules and Regulations.

**Protests:** No protests will be accepted. All interpretations of the rules and other decisions made by the referees and the Tournament Committee will be final.