



The US Youth Soccer ODP Regional Championships are the opening event in the annual Region ODP cycle. It is an opportunity for players from each of our states to compete at a high-level event and to be seen by the Region ODP program coaching staff and USYS ODP Scouts. This event also qualifies a regional representative for the ODP National Championship.

A. AGE GROUPS

The US Youth Soccer ODP Regional Championships will consist of the following age groups both Boys and Girls.

12U Girls	-	12U Boys
13U Girls	-	13U Boys
14U Girls	-	14U Boys
15U Girls	-	15U Boys
16U Girls	-	16U Boys
17U Girls	-	17U Boys

B. ROSTERS

1. Rosters

In the 12U, 13U, 14U, 15U, 16U and 17U age groups, a player may only be listed on **one** pool roster. Rosters must be entered into a data system provided **7** days prior to the start of the tournament. Directions on data entry will be provided to each State Association. Copies of the roster will be provided to the Regional ODP Coaching staff and attending college coaches. Roster will be frozen the day of team check in.

2. Each team may roster up to 22 players. The maximum number of players for each game is 18.

C. SCHEDULE

1. Once teams are seeded, they will be placed in groups for scheduling of games. There will be no changes made to the schedule once the schedule is published on the National website.

2. Any state association that withdraws a team from the ODP Championships will be subject to a fine of \$1,500 per team. If a state association withdraws a team 30 days or less prior to the competition, the State Association will forfeit the team entry fee and be subject to a fine of \$1,500 per each team that is withdrawn.

D. FORMAT OF THE COMPETITION

1. All age group competitions will be divided into either two, three or four groups determined by the number of teams entered in the tournament. A minimum of 3 games will be

Advancement to the Semi-Final brackets of each group for both boys and girls are determined by the group's results. See table below.

Teams	Group A	Group B	Group C	Group D
8 Teams	4 Teams Group Winner Advances	4 Teams Group Winner Advances	SEE NOTE	SEE NOTE

10 Teams	4 Teams Group Winner Advances	6 Teams Group Winner Advances	SEE NOTE	Also the option of having 3 groups of 1 group of 4 and 2 groups of 3.
12 Teams	4 Teams Group Winner Advances	4 Teams Group Winner Advances	4Teams Group Winner Advances	Also the option of having 4 groups of 3 teams depending on field space.
14 Teams	4 Teams Group Winner Advances	4 Teams Group Winner Advances	6 Teams Group Winner Advances	Also the option of having 4 groups of 2 groups of 4 and 2 groups of 3.
16 Teams	4 Teams Group Winner Advances	4 Teams Group Winner Advances	4 Teams Group Winner Advances	4 Teams GroupWinner Advances

NOTE: The 3rd and/or 4th place team to advance will be determined by point total out of all groups. Any ties will be broken by the established tie breaker procedure. (Section 11)

2. Game Balls

US Youth Soccer will supply game balls. 13U to 17U games will be played with a size 5 ball. 12U games will be played with a size 4 ball.

3. Grace Periods

Teams not ready to play at the scheduled start time of any match shall be granted a ten (10) minute grace period. A minimum of seven (7) players constitutes a team.

Teams not ready to play after the grace period has expired shall be reported to the Regional ODP Championships Committee by the Referee. The game shall be recorded as a 0-1 loss for the forfeiting team. Any team with an unreasonable forfeit will not be allowed to advance.

4. Home Team - Visiting Team

The team listed first in each pairing is the home team. The home team shall wear light, away team dark. If, in the opinion of the referee, there is a conflict in colors, the home team shall change jerseys.

5. Team Bench - Sidelines

Teams and team personnel will be on one sideline, parents and spectators on the other sideline. A maximum of four (4) people can represent the team personnel on the team sidelines. Team personnel will have identification passes provided by the Regional ODP Championships Committee. Passes will be provided at check in.

6. Regional ODP Coaching Staff/College Coaches

The Regional ODP Coaching Staff and attending college coaches will be given identification passes that will enable them to be on the sideline with the teams and team personnel.

7. Uniforms

Each player must wear an official uniform with a six-inch minimum size number on the back of the shirt (this includes goalkeepers). Duplicate numbers are not permitted. Teams **MUST** bring an alternate jersey with a six-inch minimum size number on the back. Goalkeeper jerseys must be numbered.

8. Preliminary Games - Length of Games

In the preliminary round robin portion, tie scores at the end of regulation time shall stand. Except for a serious injury, there will be a running clock for all preliminary games. Preliminary Group Games will be 10-minutes shorter

Age Group	Game Length	Preliminary Group Game Length
12U	Two 30-minute Halves	Two 25-minute Halves
13U	Two 35-minute halves	Two 30-minute halves
14U	Two 35-minute halves	Two 30-minute halves
15U	Two 35-minute halves	Two 30-minute halves

16U	Two 40-minute halves	Two 35-minute halves
17U	Two 40-minute halves	Two 35-minute halves

9. Semi-Finals and Finals - Length of Games and Overtime Periods

Age Group	Game Length	Overtime Period
12U	Two 30-minute halves	Two 10'-minute halves
13U-15U	Two 35-minute halves	Two 10'-minute halves
16U-17U	Two 40-minute halves	Two 10'-minute halves

Note: If the game is tied at the end of the second half of regulation time, then the teams will play two overtime periods consisting of 10 minutes each. If the game is still tied at the end of the second overtime period, then FIFA "Kicks from the Penalty Mark" will be used to determine the winner. If it is not possible to take the kicks, flipping of a coin will be used to determine the winner.

10. Inclement Weather

The goal of the US Youth Soccer ODP Championships Committee is to play every game to its full length and determine a winner on the field of play. In the event that inclement weather affects the competition, the following rules regarding play and determination of a winner will apply in the following order for each game:

1. If play is suspended or start of play is delayed, the tournament director may eliminate the use of overtime. In this circumstance, if the game is tied at the conclusion of regulation playing time, the game will go immediately to *Kicks From The Penalty Mark* to determine a winner. If it is not possible to take the kicks, flipping of a coin will be used to determine the winner.

2. The length of a game can be reduced to a minimum of sixty (60) minutes. If the game is terminated beyond this minimum time, the result of the match will stand. If the game is tied or does not reach the minimum time listed, then advancement in the competition will be determined by kicks from the penalty mark.

11. Determination of standings within a group

Each team will be awarded Round robin game points according to the below. The team with the highest number of points will be the group winner.

Three (3) points for a win

One (1) point for a tie

Zero (0) points for a loss

The tie breakers used to determine the group winner at the end of the round robin when there is a tie between two or more teams and it is necessary to resolve the tie shall be:

(1) Winner of head to head competition (only with two teams)

(2) Goal differential (Maximum of 4 goals/game)

Example: 9-0 = 4-0 (+4)

8-1 = 5-1 (+4)

2-4 = 2-4 (-2)

(3) Least goals allowed (total of all 3 games)

(4) Most goals scored (Maximum of 4 per game)

(5) FIFA Kicks from the Penalty Mark (immediately following the round robin games)

If FIFA *Kicks* must be taken to resolve a three-way tie, then there will be a draw by the Regional ODP Championships Committee. The first team drawn will receive the bye; the next team drawn will be the home team against the remaining team in the first contest of penalty kicks. The winner of the first contest will then compete against the bye team in penalty kicks to determine the group winner. The bye team will be the home team.

E. RULES of PLAY

1. Except as otherwise provided herein, the rules of US Youth Soccer and the FIFA "Laws of the Game" shall apply.

2. Substitutions may be made at any stoppage of play during the game, with the consent of the referee.

Special Instructions on Substitutions

12U Teams shall be allowed unlimited substitutions in either half of the match up to their full game roster size of **18 players**

13U-17U Teams **Substitutions - Substitutions may be made, with the consent of the referee, at any stoppage of play. There are 7 substitutions allowed per half. Once a player is substituted, that player cannot return to the game in that half. The complete overtime is considered one half. Once a player is substituted, that player cannot return to the game in the overtime period.**

F. GENERAL

1. The 12U's will play 9v9.
2. The Regional ODP Championships Committee's interpretation of the rules shall be final.
2. The Regional ODP Championships Committee reserves the right to decide on all matters pertaining to this Tournament.
3. There will be **NO** Protests.

All Championships participants are expected to conduct themselves in an appropriate manner throughout the Tournament. All Participants are subject to the terms of the US Youth Soccer Code of Conduct