



G4S Challenge Cup
Memorial Day Weekend Tournament
May 26th, 27th, & 28th, 2012

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Tournament Director:

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Rules & Regulations

All Coaches & Team Managers **Must Read** these rules prior to the tournament and share the appropriate information with Players & Families attending the G4S Challenge Cup.

The G4S Challenge Cup Tournament Committee would like to wish everyone a FUN and SAFE time at the G4S Challenge Cup. The following rules are set in place to ensure that everyone is on the same page.

If you have any questions during the G4S Challenge Cup please look for a G4S Challenge Cup Staff Member wearing a shirt with the G4S Challenge Cup Logo (seen above).

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All G4S Challenge Cup matches shall be played in accordance with the Laws of the Game 2011/2012 as published June 2011 by FIFA, with the following additions and modifications

Insurance

- A certificate of insurance is required for any team not affiliated with US Youth Soccer, evidencing liability and player medical coverage. The minimum liability limits must equal or exceed \$1,000,000.00 and the minimum excess player limits must equal or exceed \$25,000.00.

Field Sizes

- U10: The U10 field will be 60 yds long, but not less than 50 yds by 40 yds wide. Goal posts are to be 6ft high and 18ft wide.
- U12: The U12 field will be 75 yds long, but not less than 60 yds by 50 yds wide, but not less than 40 yds. Goal posts are to be 7ft high and 21ft wide.
- U14: The U14 field will be no longer than 120 yds, but not less than 100 yds by no more than 70 yds, but not less than 60 yds. Goal posts are to be 8ft high and 24ft wide.

Additional Markings:

1. A coach's box will be marked on the player's side of the field parallel to the touch line (one for each team located 6 yards from each other) which will measure 10 yards from the centerline and be set back 3 feet. All coaching instructions must be given from this area.
2. A spectator line will be marked off 4 feet from the sideline opposite of the player's side of the field, end line to end line.
3. No one is permitted to remain behind the end lines (that includes behind the goal).

The Players

- U10: There will be 6 players on the field, which includes a goalkeeper. The maximum team roster is 14 players (4 players are necessary to start a game).
- U12: There will be 8 players on the field, which includes a goalkeeper. The maximum team roster is 16 players (5 players are necessary to start a game).
- U14: There will be 11 players on the field, which includes a goalkeeper. The maximum team roster is 18 players (7 players are necessary to start a game).

Substitutions

U10-U14: Substitutions can occur only during the following opportunities:

- After a goal by either team
- Prior to a throw-in in your favor
- Prior to a goal kick by either team
- At half-time

NOTE: Once a team substitutes a player in the above situations, the opposing team may substitute an unlimited amount of players.

- After an injury by either team, when the referee stops the play.
- Only one substitution for the injured player is allowed.
- For a cautioned player, opposing team may substitute one player only.
- In all G4S Challenge Cup games; any time a referee stops the game due to injury and the coach enters the field of play, the injured player must leave the field.

Equipment

- Players must wear prominent numbers. Each player on the same team shall have a different number. In the event of similar team colors, the home team (the team listed first on the schedule) shall change colors. All player equipment is subject to the approval of the head referee for each game. Coaches are responsible for checking for proper shin guards and footwear.

Casts:

- All casts must be properly covered with sufficient padding to protect all players on the field. The decision to allow a player wearing a cast to enter a game is at the discretion of the referee.

Footwear:

- All forms of tennis shoes and soccer cleats (no baseball or football cleats are allowed) can be worn. Shin guards are mandatory for all players and will be checked by the referee at the beginning of each game.

Jewelry:

- No jewelry is allowed to be worn, nor may it be taped over. No hard plastic, metal barrettes or combs are allowed. The referee has the right to ask any player to remove any other jewelry or hair item that he/she considers dangerous.
- Only Medical Bracelets and/or Medical Necklaces are allowed to be worn. The excess slack shall be taped on the Medical Bracelet allowing for enough room to read the information.

Head Bands:

- Head and wrist bands will be allowed as long as they are color coordinated with the uniform; bandannas are not allowed. The referee, in his discretion, may require the removal of headbands.
- Head Gear may be worn as long as the G4S Challenge Cup Director has been informed by the team that a player would like to wear it, 48 hours prior to the game. The referee, in his discretion, may require the removal of the Head Gear.

The Referee

Referee Responsibilities:

1. Enforce all FIFA laws of the game and rules & policies of USYS & SRI
2. Read the G4S Challenge Cup Sportsmanship card to both teams prior to each game
3. Honor acceptable behavior, give unacceptable behavior effective attention, and identify misbehaving players.
4. Required to judge if fan disorder is detrimental to the safety of all participants, and to act accordingly. Such acts may include: the request of support from coach(s), suspending the game, summoning appropriate authorities, game termination, or other action deemed appropriate to protect participants, fans or staff.
5. Inspect all goals to assure that they are anchored to the ground properly before the game.
6. Inspect all players' equipment prior to the start of each game and see to it that all players conform to SRI Standards
7. Verify the identity and proper team of all players and coaches using approved USYS passes. The referee will collect and hold all passes for the duration of the game and allow no one to play or coach without a pass, and anyone who does not appear on the game day state approved roster. Any person with a current coach's pass will be allowed to coach any team. If due to unusual circumstances, the player and coaches passes are not available for the entire team before the start of the game, the coach will have until the end of the first half to produce the passes. If the passes are not produced at halftime, the team in question will forfeit the game and incur fines.
8. Decide cancellations of games due to unsafe local conditions, such as foul weather or other unacceptable playing conditions. The decision shall be at the discretion of the referees without any interference from coaches, players or spectators. However; the Tournament Director may suspend any game if it has not already been suspended by the referee if there is a safety issue. In the event lightning is detected in the area, all play will immediately suspend. Player safety will be the primary criterion for the cancellation of any game; not simply whether everyone present wishes to play or not. The referees can restart the game after, if within 20 minutes of the game suspension, the lightning threat is over. If the referees cancel a game due to unsafe local conditions, the teams may not play the game

using volunteer referees in place of the assigned referees. If game is terminated after the start of the second half, the score at that time will be the final score. Game termination prior to the half will have to be replayed.

9. If any or all referees are not present to officiate the game prior to the scheduled start, volunteer(s) may be used if agreed by both coaches and the game report reflects the agreement. **Both coaches must review the scores and sign the game report after the conclusion of the game.**
10. Submit all proper paperwork immediately after the game to the assigned Field Marshall of your assigned field. This paperwork consists of; the game report (even in cases of no-shows or rain outs) which includes, any cautions, ejections, and other important information. The game report is to be signed by both coaches after the conclusion of the game. An approved state game day roster from each team and passes for any ejected players or coaches.
11. The game report must note all cases of injury and misconduct (additional written information must be submitted if there is no space on the game report).
12. Each referee shall note on the game card which team is being awarded the Sportsmanship for that particular game.

Duration of Game

The duration of games for each division shall be as follows:

- U10: 2 x 20 Minute Halves 5 Minute Halftime
- U12: 2 x 20 Minute Halves 5 Minute Half-time
- U14: 2 x 25 Minute Halves 5 Minute Half-time

Start of Play

- Each game shall start at the time assigned by the tournament director. If the teams are not ready to play, the time delayed will be deducted from the match (i.e. game start time 11:00am - Actual start 11:05 am. That half will now be a 15 minute half instead of a 20 minute half). This rule will be in force for both halves of each match

Forfeits

- U10 & U12: Teams not able to field a minimum of 5 players, 15 minutes after the official start of the game time, will forfeit the game and be assessed fines.
- U14: Teams not able to field a minimum of 7 players, 15 minutes after the official start of the game time will forfeit the game.
- The game report submitted by the referee for any forfeited matches to the Field Marshall which will reflect the forfeit and the G4S Challenge Cup will record a 4-0 final score.
- The referee will start the game as soon as the minimum number of players become available within the 15 minute grace period. Players are considered available if sitting in, on or near the field or sitting in cars.

Yellow and Red Cards

A Yellow Card

- Is a caution (warning) given to a player and a coach for unacceptable behavior. If a player or coach receives 2 Yellow Cards in a game it will result in an automatic ejection from that game.

A Red Card

- Is an automatic ejection from the game for a player or a coach. Issuance of cautions and ejection's shall be done in accordance with FIFA procedures.
- Anyone receiving a Red Card must leave the playing field and the immediate area. Failure to do so will result in a forfeiture of the game by the offending team.
- A referee has the authority to verbally caution or eject a coach without displaying a Yellow or Red Card. If a coach is verbally cautioned a second time or is ejected from a game, he/she must leave the playing field and the immediate area. Failure to do so will result in a forfeiture of the game for that coach's team.
- Any spectator, interfering with the game, may cause the referee to caution the coach of the team he/she is supporting. Any coach receiving a caution or an ejection for a spectator is required to speak to that person and see that the disruptive behavior is stopped, or that he/she leaves the field with the coach.
- Any Team receiving a Red card will have one (1) point deducted from the overall points awarded for any wins or ties.

NOTE: All Yellow Card and Red Cards issued during the G4S Challenge Cup will be reported to the Soccer Rhode Island State Association. Send Offs/Dismissals

Any player who is sent off shall not be allowed to participate in the next match of his/her team. At the discretion of the G4S Challenge Cup Tournament Committee, any deliberate serious foul, or any violent or unruly conduct by a player, coach or team may also result in the ineligibility of said individual(s) or team for the next game or more, including the remainder of the tournament, without refund of registration fees. Any dismissed coach shall be disciplined by not being allowed to participate in the next match of the team he/she was coaching at the time of the dismissal. The Tournament Committee, if it deems appropriate, may impose additional sanctions, including denying that coach's involvement with any/all teams that he/she is involved with, for as much as the remainder of the tournament. If the sanction of a coach leaves a team without a documented coach available, another individual bearing a current coaching pass for the same organization may request permission to coach the team during the disciplinary period.

Points

- Three (3) Points for a Win
- One (1) point for a Tie
- One (1) point deducted for each Red Card awarded to a team

Final Standings Tie Breaker

- Head to Head
- Most Wins
- Goal Differential
- Goals Against
- Goals For
- Penalty Shootout

Championship Match; if tied at end of regulation time, will have 2 x 5 min halves (Golden Goal) followed by a penalty shoot if still tied after the 2 x 5 min halves.

Game Cards

- Game cards will be provided to the referee from the G4S Challenge Cup Staff. All coaches are to review the game card for the correct score and initial the card at the end of each match.

Field Marshalls

- A Field Marshall is appointed by the G4S Challenge Cup Field Marshall Director, to be located at each field. This person will be the primary point of contact for all matters related to G4S Challenge Cup matches. Coaches must approach their own Field Marshall with any problem(s) they have. The Field Marshall will communicate and resolve the problem(s) with the Director of Field Marshalls or the Tournament Director. The Field Marshall is responsible for collecting all team player cards prior to each match and returning them at the end of each match.

Coaches Responsibilities

The following are the responsibilities of the coaches:

1. Assure that he/she personally and his/her players conduct themselves in a manner respectful of other players, coaches, referees, league officials, parents and the facilities. The coach is responsible for the conduct of the players and will try to instill in his/her players a love for the game of soccer and a desire to compete fairly and in a sports-manlike manner.
2. SPORTSMANSHIP: The G4S Challenge Cup Sportsmanship card is to be read by the referee to both teams prior to each match. The G4S Challenge Cup expectation is that coaches and players respect each other, referees and spectators, before, during and after each game.

G4S Challenge Cup Sportsmanship Card

1. The G4S Challenge Cup will not tolerate negative statements or actions by coaches, players and spectators. If such statements or actions occur, the referee will deal with each situation according to the Tournament Rules & Polices. If the referee feels threatened, the game will be terminated right away without warning. Any spectator entering the field of play will result in the game being terminated immediately. It is the coaches' responsibility to inform spectators of this policy prior to the match.

PLAY FAIR! and PLAY WELL !

2. Definition: Conduct and attitude considered as befitting participants in sports, especially fair play, courtesy, striving spirit, and grace in losing.
3. A team from each game will be awarded Sportsmanship of the game by the referees and the G4S Challenge Cup Committee. Their decisions will be G4S Challenge Cup Tournament Rules based upon the conduct of the players, coaches, and fans during each game and on the above definition.
4. Ensure that if your team is dominating the game and are up by 4 or more goals that you keep any further goals to a minimum. The Tournament Director will be reviewing each and every game card for excessive goal scoring. If it is found that a team is constantly scoring excessively you will be reported to your local and state association and risk the chance of further involvement in the G4S Challenge Cup.
5. Enforce a no illegal drug and no alcohol policy. Any players or coaches found to be using, or in possession of illegal drugs or alcohol at any G4S Challenge Cup match will result in an immediate suspension from all remaining G4S Challenge Cup games and reported to the proper authorities.
6. Make sure that the proper paperwork is complete and provided to the referee before the start of the game. The submission of any improper paperwork other than the official paperwork approved by your State Association and the G4S Challenge Cup, will result in a the immediate suspension of any further games in the G4S Challenge Cup and will be reported to your local and state associations.
7. Remain in the technical area during the game and not enter the playing field with-out the consent of the referee in charge. All coaching from the technical area shall be done in an informative and sportsmanlike tone of voice. Points of strategy and positioning are permissible, but no mechanical devices may be used. Coaching instructions should be kept to a minimum, and are not expected to become a running litany. Profanity towards players or referees, or inciting disruptive behavior will not be tolerated and will result in a warning or possible ejection from the game and the league.
8. Assure that all players and coaches are properly registered and rostered, and have an approved pass. Coaches playing any unregistered player(s) will risk suspension of themselves and their teams from the G4S Challenge Cup.

9. Hold all player and coaches passes for their team. Players will not be allowed to play and coaches to coach without an approved pass.
10. Coaches and players are jointly responsible for their behavior from the time they arrive at the playing site and until the time they leave. Coaches and players will be asked to leave by the Tournament Director or Field Marshall Director and reported to the appropriate local and state association for unruly behavior, such as fighting and vandalism.
11. Barbecues: are not allowed to be used at the G4S Challenge Cup unless operated by the G4S Challenge Cup Tournament Personnel.

Sporting Play

- The tournament's "Sporting Play" rule will be enforced for any U-12 or younger age division. The rule requires a team leading by a six-goal differential to seek no increase in the goal differential. The leading coach shall attempt to do this in a discrete manner so as to not degrade the losing team. A number of options can be pursued including playing weaker players, adjusting the field positions of players, passing more, or quietly removing a player from the game after asking the center official for permission to do so. This rule will be enforced for all U-12 and younger divisions but we encourage all age groups to be considerate and gracious.
- Referees and Field Marshals are trained to recognize such attempts, or lack thereof, and report them. Determination of "attempts to seek no increase" will be based entirely on input from field marshals and referees immediately following the game.

Penalty

- Any team in the U-12 or younger age divisions that compiles a six-goal scoring differential, and is judged to have made insufficient attempts to seek no increase in the differential, will have all current Sportsmanship points removed and will be ineligible for tournament Sportsmanship Award. We thank you in advance for your cooperation.

Postponements

Postponements will be handled in the following manner:

1. All games will be played on their assigned day unless games are postponed by the Tournament Director or by the referee due to unsafe conditions.
2. Game cancellations or postponements will be announced by 6:00am on Saturday, Sunday, or Monday morning via, email, or website.
3. All Coaches & Team Managers must monitor their email, the G4S Challenge Cup Website, or the Tournament hotline 401-623-0279 throughout the day for any postponements that may occur, especially during inclement weather.
4. If tournament is cancelled due to weather, teams will receive 80% of refund. The other 20% is to cover costs before tournament is held

HAVE A FUN, SAFE & ENJOYABLE TIME AT THIS YEARS TOURNAMENT!!!