



RULES

1. AGE AND ELIGIBILITY

- A. This tournament is sanctioned by USYSA and US Club Soccer under the Open Cup format. This allows competitive teams from both US Club Soccer and any other USSF affiliated members (state associations, etc.) to compete in this event.
- B. Participation in the tournament is open to accepted boys and girls teams for U-8 through U-18 which meet the age limit of the specified division. Players must have been born during, or subsequent to, the divisional year, as defined by US Soccer guidelines.

Age groups:	Format:	Max Roster Size:
Under 18 Born on or after (August 1, 1991 & younger)	11 v 11	18
Under 17 Born on or after (August 1, 1992 & younger)	11 v 11	18
Under 16 Born on or after (August 1, 1993 & younger)	11 v 11	18
Under 15 Born on or after (August 1, 1994 & younger)	11 v 11	18
Under 14 Born on or after (August 1, 1995 & younger)	11 v 11	18
Under 13 Born on or after (August 1, 1996 & younger)	11 v 11	18
Under 12 Born on or after (August 1, 1997 & younger)	8 v 8	14
Under 11 Born on or after (August 1, 1998 & younger)	8 v 8	14
Under 10 Born on or after (August 1, 1999 & younger)	8 v 8	14
Under 09 Born on or after (August 1, 2000 & younger)	8 v 8	14
Under 08 Born on or after (August 1, 2001 & younger)	8 v 8	14

* Combining of age groups will be done at the Tournament Committee's discretion, if needed.

- C. Each team accepted must be registered with either US Club Soccer or with a national state association affiliated with USSF, and must present either a valid US Club Soccer roster or a valid state competitive roster.
- D. Unlimited guest players are permitted per team. Guest players must be identified at registration to be eligible for tournament play. Guest players must have a current and valid player registration card issued by the same national association that issued the cards for the rest of the team.
- E. No player may compete in the tournament in two age groups or on two separate teams in the same weekend.

2. LAWS OF THE GAME

All games shall be played in accordance with FIFA Laws, except as specifically modified by these rules.

3. DURATIONS OF GAMES

- A. The duration of all tournament games shall be in accordance with the following:

- U-08: two 20-minute halves, 5-minute half time, no overtime period
- U-09: two 25-minute halves, 5-minute half time, no overtime period
- U-10: two 25-minute halves, 5-minute half time, no overtime period
- U-11: two 25-minute halves, 5-minute half time, no overtime period
- U-12: two 25-minute halves, 5-minute half time, no overtime period
- U-13: two 30-minute halves, 5-minute half time, no overtime period
- U-14: two 30-minute halves, 5-minute half time, no overtime period
- U-15: two 35-minute halves, 5-minute half time, no overtime period
- U-16: two 35-minute halves, 5-minute half time, no overtime period
- U-17: two 40-minute halves, 5-minute half time, no overtime period
- U-18: two 40-minute halves, 5-minute half time, no overtime period

- B. **Preliminary and Consolation games:** All preliminary games will be the length listed above with a 5-minute half time. Preliminary and consolation games may end in a tie.
- C. **Semi-final games:** All semi-final games will be the length listed above with a 5-minute half time. Semi-final games ending in a tie after regulation time will go immediately to FIFA kicks from the mark to determine the winner.
- D. **Championship games:** All championship games will be the length listed above with a 5-minute half time. Games ending in a tie after regulation time will have two 5-minute overtime periods for U14 and down, two 10-minute overtime periods for U15 and up (not sudden death). If still tied, FIFA kicks from the mark will be used to determine the winner.

4. FIELD AND GAME EQUIPMENT

- A. PLAYER REGISTRATION CARDS (COMPETITIVE TEAMS) OR THE OFFICIAL TOURNAMENT ROSTER (REC TEAMS), APPROVED BY THE TOURNAMENT STAFF, MUST BE PRESENT AT THE FIELD FOR CHECK-IN BY THE REFEREE PRIOR TO A GAME AND FOR THE DURATION OF THE GAME.
- B. Check-in time is 15 minutes prior to the scheduled kick-off.
- C. Players' numbers MUST be listed on the Official Tournament Roster approved by the tournament staff. Players must wear numbers visible on the back of their uniforms and these numbers shall coincide with those listed on the team's Official Tournament Roster.
- D. Players shall wear shin guards in accordance with FIFA laws.
- E. No jewelry will be allowed.
- F. Where opposing team's uniform colors are similar, the designated home team will change colors. The designated home team is listed first on the schedule.
- G. When requested by the referee, each team must provide a referee assistant.
- H. The designated home team must provide the game ball. A size 4 ball is used for U-8 through U-12 play, and a size 5 ball is used for U-13 through U-18 play.
- I. Players and coaches of both teams will take the same side of the field. All other supporters will take the opposite side. Only team officials with passes are permitted on the sidelines with their players.

5. TEAM CHECK-IN

- A. **Team check-in will be at :KMVT BUILDING, 1100 BLUE LAKES BLVD N, TWIN FALLS
Friday, April 23, 2010 from 4:00 pm – 9:00 pm**
- B. Each team, on checking in at registration, needs to provide a phone number of the designated contact person who can be reached at any time, should the necessity arise.
- C. Each team must submit a completed copy of the Official Tournament Roster showing the names of all players that will be participating in the tournament as well as their jersey numbers, birthdays and player ID numbers. Guest players must also be indicated.
- D. Each team must present either a US Club Soccer team roster or a competitive roster from a national state association. This roster will be used to verify the number of guest players.
- E. All players must have valid laminated player registration cards with photos, as well as medical releases and copies of birth certificates.
- F. All player registration cards for a team must be issued by the same association, including all guest players.
- G. Out-of-state teams that are not affiliated with US Club Soccer must provide authorized Permission to Travel Forms for roster and guest players.

6. PROTESTS

THERE WILL BE NO PROTESTS ALLOWED.

7. SUBSTITUTIONS

In all age divisions, unlimited substitutions may be made with the referee's permission:

- A. After a goal has been made.
- B. At the beginning of the second half of play or prior to the beginning of an overtime period.
- C. At a goal kick by either team.
- D. At a throw-in by the team in possession.
- E. The team NOT in possession of the ball may substitute an unlimited number of players at a throw-in if the team in possession of the ball is also substituting (providing the substitutes are at the halfway line when the ball goes out of play)

F. In case of stoppage of play for an injury, opposing team may also substitute and equal number.

G. To replace a cautioned player.

Under no circumstances may substitutions be made:

- On corner kicks.

- After the game has ended in a tie and FIFA kicks from the mark required to determine a winner.

8. GAME AND SCORE REPORTING

A. The referee will ensure that the game report forms are properly completed, signatures obtained, and the scores recorded at the end of each game.

B. It is the responsibility of the referee to deliver the completed and signed score card to the appropriate tournament official promptly at the conclusion of each game. In case of a discrepancy, the game report form signed by the referee prevails.

9. CONDUCT

A. Players, coaches, and spectators are expected to conduct themselves within the spirit of the Laws of The Game as well as the letter of the Laws of The Game. Displays of temper or dissent are cause for ejection from the game and the surrounding field area. Violations may result in the suspension of the team from the tournament as decided by the Tournament Director.

B. Players, coaches and team officials ejected from a game by the referee shall be ineligible for the next scheduled game.

C. Coaches and team officials ejected from a game by the referee shall leave the facility and not return until they are eligible. Coaching remotely (via cell phones, etc.) is not permitted.

D. Players receiving three (3) yellow cards during the course of the tournament must sit out their next match.

E. It is the responsibility of the team's coach or the person acting in the coach's behalf to control the conduct of its parents and other spectators. Failure to do so may result in a warning to the coach or the person acting in the coach's behalf by the referee. If unacceptable conduct continues, the referee may eject the responsible party from the game.

F. In accordance with the US Club Soccer and USYSA Tournament Hosting Agreements, all ejected players and other matters involving team conduct will be reported to the home club and State/Provincial Association of the team involved as well as the US Club Soccer.

G. Artificial noise making devices are prohibited.

H. Smoking and alcoholic beverages are not permitted at any of the field sites.

I. Pets are not permitted at any of the field sites.

10. POINTS AND WILD CARD TEAMS

In the preliminary games, each team will be awarded six (6) points for a win or a game forfeited to them, three (3) points for a tie, one (1) point for a shut-out (includes 0-0), 1 point awarded for each goal scored up to a maximum of three (3) and no (0) points for a loss. At the end of the preliminary rounds, the bracket winner will be the team with the most points in their bracket. In the event of a tie within a bracket, the following criteria will be applied sequentially to determine the winner:

A. Head to head competition. This will only apply when all teams that are tied have played one another in the preliminary round.

B. Fewest goals allowed.

C. Most goals scored, up to a maximum of three per game.

D. Goal differential, maximum 3 goals allowed.

E. FIFA penalty kicks (at least thirty minutes prior to the scheduled playoff round games) –

If penalty kicks are required, coaches\teams are responsible to check at the tournament main tent to receive the schedule and instructions.

In flights with no semi-final or championship games (round robin), the winner (champion) will be the team with the highest points and 2nd place will be the team with the second highest points. In the event of a tie for 1st or 2nd place seeding, the tie breaking criteria A through E above will be applied sequentially to determine the winners. If three or more teams are tied, the tie breaking criteria A through E above will be applied sequentially until a winner can be determined. If two or more teams remain tied after a winner is determined, the tie breaking criteria A through E above will be reapplied sequentially until all ties are broken.

11. SEMI-FINAL AND CHAMPIONSHIP GAMES

- A. Winners of each bracket advance into either the semi-final or championship game depending on the number of brackets in a flight.
- B. Overtime will be played in case of a tie at the end of regulation time only in championship games. The winner (champion) will be determined as follows:
 - Two 10-minute overtime periods – no golden goal.
 - If still tied, FIFA kicks from the mark. All players on the field must kick before any player may kick a second time.
- C. Trophies are awarded only to the flight winner (champion) and runner-up team (finalist). These are the two teams that play in the flight's championship game.

12. FAILURE TO SHOW AND FORFEITS

- A. A team shall be allowed a ten (10) minute grace period after the scheduled kick-off time before the match is considered a forfeit. A minimum of seven (7) players constitutes a team and if (7) players are present; the game will not be delayed.
- B. In no case shall a team that forfeits a game be declared a flight winner or a wild card team. If an apparent flight winner forfeits a game, the team in that flight with the next best record shall be named the flight winner. In addition, in divisions where the second place team of one flight plays the first place team of another flight in the semi-final game, in no case shall a team that has forfeited a game be declared the second place team in a flight. The team with the next best record in the flight shall be declared the second place team and play in the semi-final game.
- C. If a team is the cause for termination of a game, that team will be considered to have forfeited that game. The determination as to which team is the cause for the termination shall be at the sole discretion of the tournament committee and the decision may not be protested.
- D. A forfeit in the preliminary rounds shall be awarded as six (6) points for the win and the score will stand at the time of the forfeit. If the score is 0-0 at the time of the forfeit, the score will be recorded as 1-0. Forfeits of a semi-final or championship game shall be recorded as 1-0.
- E. Any team forfeiting a championship game will not be entitled to individual trophies or team awards.
- F. Failure to produce duly authorized player registration cards to the appropriate game official prior to scheduled game time is grounds for a forfeit.
- G. Playing a player who received a red card in their previous game is grounds for forfeit.

13. INCLEMENT WEATHER

In the event of inclement weather or field conditions, the Tournament Director or official representative(s) will have the authority to:

- A. Relocate or reschedule any game(s).
- B. Change the duration of any game(s).
- C. Cancel any preliminary game(s).
- D. Consider any game terminated by game or tournament officials after one half of play as official as of the time of termination.
- E. Determine the format for advancement.

If the Tournament Director rules that during a preliminary round penalty kicks will be taken due to inclement weather or field conditions, the following rain rule will apply:

- A. Each team will take a maximum of five (5) penalty kicks.
- B. At the end of five (5) penalty kicks, the game will be scored as a 1-0 win for the team that has scored more penalty kicks, or a 0-0 tie if both teams are tied in penalty kicks at the end of five (5) kicks.
- C. In the overall standings, three (3) points will be given for the win, one (1) point for a tie, and zero (0) points for a loss.
- D. If regular games have been played in the bracket and the Tournament Director has determined that other games go to penalty kicks due to inclement weather or field conditions, the regular games' score will revert to a 1-0 win or 0-0 tie. There will be no refunds or reimbursements of tournament application fees for cancellation or forfeiture of games.

14. GENERAL

- A. The tournament will do its best to schedule three (3) games for each team. However, at the Tournament Director's discretion, the number of games may be reduced, and the tournament is not liable for any expenses

and no refunds for the tournament application fees will be given.

- B. Under no circumstances whatsoever will US Club Soccer, IYSA, USYSA, the Twin Falls Youth Soccer Association, the Twin Falls Rapid Club, the Tournament Director, Tournament Committee or any of their official representatives be responsible for any expenses (including the tournament entry fee) incurred by any team. This includes a situation whereby the tournament or any game(s) is canceled in whole or part.
- C. The Tournament Committee's or their official representative's interpretation of the rules shall be final pertaining to this tournament.
- D. No items, including raffle tickets, may be sold at tournament headquarters, playing fields, or surrounding areas for the duration of the tournament unless specifically sanctioned by the Tournament Committee.
- E. **There are NO PETS allowed at the SunWay Soccer Complex.**