

Cache Valley Cup 2018 - Rules & Regulations

- All games will be played under FIFA Rules modified by USYSA / UYSA for youth competition.
- Each team will play a minimum of three (3) games.
- Rules regarding conduct of spectators, coaches, and players will be in accordance with FIFA rules and regulations.

Policy 6347 – UYSA bylaws – will be observed, Law 18 – Build out Lines

- 4 yards beyond the top of the painted penalty box.
- Teams will place cones (4 yards beyond the top of the painted penalty box) on each side of the field to represent the line. (1) This will be in preparation for U.S. Soccer's small-sided initiatives, effective in the fall of 2016.
- Build out line is used to promote playing out of the back in an unpressured setting.
- When the goalkeeper has the ball, either during play or from a goal kick, the opposing team should move behind the build out line.
- Once the opposing team is behind the build out line the goalkeeper can pass or throw/roll the ball to a teammate (NO PUNTING OR DROP KICKING).
- After the ball is put into play outside the penalty box by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.
- Goalkeeper may play the ball before or as the team is moving behind the build out line.
- An indirect free kick is awarded to the team in possession if an opposing player, inside the build out line area is preventing the goalkeeper from releasing or trying to play the ball.
- An indirect free kick is awarded to the team in possession if an opposing player, inside the build out line area makes a direct play on the ball.

NO PROTESTS WILL BE ACCEPTED OR CONSIDERED.

Eligible Players - are those players whose names appear on the team's roster, not to exceed 18 players, (14 for U9/U10/U11) as signed by the club or association registrar and presented at check in.

- Each team U9-U12 are limited to three (3) guest players. Each team U13 – U19 are limited to five (5) guest players.

All Coaches must be prepared to provide six (6) copies of a Tournament photo roster – or for out of state teams, 6 copies of an official photo roster or player cards with photos – preferably laminated

All challenges to eligibility of an opposing player must be registered with the referee prior to the start of the game. Any team playing an illegal or non-rostered player will forfeit that game or games. THERE WILL BE NO DUAL ROSTERING during the tournament.

NO TEAM TOURNAMENT PHOTO ROSTER, or PHOTO PLAYER CARDS, NO PLAY! NO EXCEPTIONS!

Withdrawn Teams - No team will be scheduled until payment is received. If a team withdraws after the schedule is published, no money will be refunded. Word may be sent to all other Tournament Directors in the team's state of origin, about any team who drops out at the last minute.

Financial Responsibility - The tournament officials or any member of the tournament board, NUU Board, or sponsor will not assume any financial responsibility or liability for any injuries or illnesses occurring during and/or while traveling to or from the Cache Valley Cup tournament. The individual team assumes all financial responsibility and liability.

Forfeits - Teams failing to be previously checked-in with the Field Reps, and at their designated field five (5) minutes after their scheduled kick-off time will forfeit the game. All teams must have a minimum of seven (7) players present (5 for U9/U10 & U11). Forfeiture shall result in the awarding of eight (8) points to the non-forfeiting team. The team winning by forfeit must line up on the field of play and score one goal in the presence of the referee (game score recorded as 1-0 by the referee).

Abandonment - The results of any game terminated as a consequence of abandonment, defined as misconduct by players, coaches, and/or spectators as called by the referee, shall be based on the score at the time of abandonment. However, at no time shall the non-abandoning team be awarded less than eight (8) points. The abandoning team shall have two (2) points deducted from its point total.

Inclement Weather - If lightning is present within a 10 mile radius, there will be a mandatory 20 minute stoppage in play. All participants will be cleared from the field. Play will resume when there is no longer an imminent threat of lightning strikes.

Header: Heading the ball is not permitted until U13 as per US Youth rules.

The results of any game terminated as a consequence of inclement weather, as determined solely at the discretion of the referee shall be as follows.

- If a game is 5 minutes into 2nd half of play, the game will stand as if played in its entirety and scored accordingly.
- If a game is called before that, FIFA kicks from the mark will be taken at a later time as determined by the tournament committee to determine the winner. If FIFA kicks are taken to determine a winner of a preliminary game, a maximum of 5 kicks will be taken per team. At the end of 5 kicks the game will be scored 1-0 win for the team that has scored more penalty kicks, or a 0-0 tie if both teams are tied after 5 kicks. If possible Semi Finals and Final games will be delayed and played in their entirety at a later time determined by the tournament committee. If weather does not allow these games to be played we will follow the same rules for FIFA kicks from the mark and a winner will be determined by applying FIFA rules for this circumstance.

Number of Players -

Under 9 & 10 Play 7 v 7 (6 field players and 1 goalkeeper)

Under 11 & 12 Play 9 v 9 (8 field players and 1 goalkeeper)

Under 13 & Older Play 11 v 11 (10 field players and 1 goalkeeper)

Uniforms - Each player, other than the goalkeeper, shall wear a numbered jersey in each game. The number shall be affixed to the back of the jersey and shall be clearly visible. Goalkeepers must wear colors distinguishing them from other players and game officials.

Home Team - The home team is the team listed first in the schedule. Home team should wear their dark colored jersey. Home team must change jerseys in case of color conflicts.

The home team also is to provide three (3) game balls of the proper size as listed below. If the home team does not provide the game balls the referee may accept game balls from the visiting team. (Size 4 ball for U9 - U12; Size 5 ball for U13 - U18)

Visiting Team - The visiting is the second team listed in the schedule. The visiting team should wear their light colored jersey.

Field Maintenance - There will be trash receptacles at each field. It is the coaches' responsibility to make sure that both sidelines are cleaned up after each game.

- No alcoholic beverages or tobacco products will be allowed on or near the tournament fields.
- No smoking at venues.
- No noise making devices at venues.

Shin Guards - are mandatory for all players in all games. Shin guards will be checked by referee at game check-in. Any player violating the shin guard requirement will be cautioned (yellow-carded) and sent off the field until their equipment has been corrected.

Game Duration -

Under 9 & 10 | 20 minute halves - 5 minute half-time break*

Under 11 & 12 | 25 minute halves - 5 minute half-time break*

Under 13 & 14 | 30 minute halves - 5 minute half-time break*

Under 15 - 18 | 35 minute halves - 5 minute half-time break*

In the event of combined age groups, you will play the game length of the older age group.

*Referees will be instructed to have a MANDATORY 3-minute water break during the second half of each game, for all games. This is to protect players in extreme playing temperatures.

If a Championship game is tied at the end of regulation play:

- For ALL AGE GROUPS there will be two five (5) minute overtime periods.
- All overtime periods will be played in their entirety – no “Golden Goal.”
- If after two overtime periods the score remains tied, the game will be decided by penalty kicks per FIFA Rules.

Substitutions - With the referee's permission, players may be substituted from the centerline at the following times:

- Open substitution on any dead ball. All open substitutions will conform with UYSA current Laws of the Game.
- Substitution players must be on the sideline at the center of the field awaiting the stoppage of play.
- Players must remain on the sidelines until the player they are replacing has exited the field or the referee allows the substitute player to enter the field.

Coaching - No excessive coaching from the sidelines will be allowed. Coaches must stay in the technical area: ten (10) yards to the right of the midline, extending to the 18 yard line. The Coach is responsible for all spectators and for the cleaning of any debris and garbage from their sideline. Cards may be issued to coaches for unruly spectators and coaches can be ejected from the game. Unruly spectators will be asked to leave the premises. Failure to comply may cause a team to forfeit the game.

Sideline Policy - The home team has first choice as to where it wishes to locate its bench area.

Coaches and substitutes are required to remain within their bench area during the game. Parents and spectators should occupy the same *side* of the field as the team they are supporting, but on the opposite *end* of the field. Parents and spectators will remain in their team's spectator area, which begins ten (10) yards to the left of the midline, extending to the 18 yard line.

Scoring -

- Maximum ten (10) points possible for the winner
- Six (6) points for a win
- Three (3) points for a tie
- Zero (0) points for a loss
- One (1) point for a shut out
- One (1) point for each goal scored, up to a maximum of three (3) for each team, regardless of whether the team wins, loses, or ties.
- Ties in pool play, or flight games shall remain a tie. No overtime periods should be played.
- Should any team forfeit; the opposing team shall be awarded eight (8) points.
- Subtract one (-1) point for each red card or for two yellow cards issued to the same player or coach in the same game.
- Tournament Committee may deduct one (-1) point for a team's game score for any display of unsportsmanlike conduct shown by players or coaches and reported by referees or field officials. Spectators displaying unsportsmanlike conduct may earn a red or yellow card for the coach of the team they are supporting.

Standings - If teams are tied when all games in pool play or flight are complete, standings will be determined as follows:

- 1st - Winner of any head to head game
- 2nd - Goal Differential (goals scored minus goals allowed – max of 4 per game)
- 3rd – Least goals allowed
- 4th – Most goals scored (goals scored allowed to a maximum of 4 per game)
- 5th – Shut-out wins (forfeits not counting)
- 6th – FIFA kicks from the penalty mark

Sportsmanship -

- Unsportsmanlike conduct exhibited by players, coaches, or spectators, will be reported by the referees to the Tournament Committee. The Tournament Committee may deduct one (-1) point from the team's game score. Spectators displaying unsportsmanlike conduct may earn a red or yellow card for the coach of the team they are supporting.
- A player receiving a red card or two yellow cards in one game shall be expelled from the game and may not be replaced. Furthermore, this player is automatically disqualified from participating in their team's next scheduled tournament game.
- A coach receiving a red card or two yellow cards in one game shall be expelled from the game, must leave the field of play to the satisfaction of the referee, and is automatically disqualified from coaching their team at any time during the next scheduled tournament game.
- In the event that a player or coach is ejected (red carded) from a game for fighting, the player or coach will not be permitted to play or coach in any other game in the tournament. Furthermore, any player, coach, or spectator who physically strikes a referee will be ejected from the tournament, the State Organization will be contacted for disciplinary action and law enforcement officials will be notified. Equipment such as a whistle, cards, or flag is considered an extension of the referee, thus, striking anything from the hand of the referee is considered striking the referee and will be considered egregious and reported to the team's state association for disciplinary action.
- Yellow cards accumulate; a player or coach who receives three yellow cards will be disqualified from participating in the next scheduled tournament game. The team will also have a point deducted.
- Any player or coach receiving a red card or two yellow cards in one game, who then plays or coaches in their team's next tournament game will cause their team to automatically forfeit the game and the game shall be scored as if a forfeit had occurred.
- The use of any noise making device is prohibited.

For Love of the Game!