

Cache Valley Cup 2013 Tournament Rules



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

NO PROTESTS WILL BE ACCEPTED OR CONSIDERED.

Eligible Players –

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/U10/U11 may have only three (3) guest players. Each team U12 – U18 may have five (5) guest players.

All Coaches must be prepared to provide six copies of the team travel roster printed from the Affinity site.

Rosters are set at team check-in and no amendments to the roster will be allowed after check-in.

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 TRAVEL ROSTER, 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Withdrawn Teams –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 drop 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.

Pre-Game & Team Check-In –

All teams scheduled to play on Wednesday, July 11th are asked to check in Tuesday, July 10th, from 5:30 – 8:00 pm at tournament headquarters at Cedar Ridge Middle School (65 N. 200 W., Hyde Park, UT). These will be mostly local (UYSA Region 1 teams.)

All remaining Teams may check in either Tuesday, July 10th from 5:30 – 8:00 pm, Wednesday July 11th from 4pm – 8pm or, no later than Thursday morning between 7:00 and 10:00 am at Tournament Headquarters. Teams must be checked in no later than 2 hours before their first scheduled game. Teams needing to check in outside of these times need to make an appointment. Please call Terri Baker at 435-770-6536.

Teams must check *in with the Field Rep* at their scheduled venue at least 30 minutes prior to each game time. At this time, player equipment will be inspected, players will be checked via the travel roster, and any other necessary instructions will be given. The referee must have the two teams' travel rosters in his/her possession during the game.

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 –

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.

1. If a game is 5 minutes into 2nd half of play, the game will stand as if played in its entirety and scored accordingly.
2. 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 and 11 8 players (7 field players and 1 goalkeeper)
Under 12 – 18 11 players (10 field players and 1 goalkeeper)

Uniforms - 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 program. 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 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 program. 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 –

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*

*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.

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

Championship Games –

Under 9,10	25 minute halves 5 minute half-time break*
Under 11, 12	30 minute halves 5 minute half-time break*
Under 13, 14	35 minute halves 5 minute half-time break*
Under 15-18	40 minute halves 5 minute half-time break*

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

1. For Under 9, 10, 11, and 12 teams there will be up to two five (5) minute overtime periods.
2. For Under 13 - 19 teams there will be up to two ten (10) minute over time periods.
3. All overtime periods will be played in their entirety – no "Golden Goal".
4. 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, (18 yard line extended).

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.
Parents and spectators will be to the left of the team area 10 yards from the half to the 18 yard line extended.

Scoring –

1. Maximum ten (10) points possible for the winner
2. Six (6) points for a win
3. Three (3) points for a tie
4. Zero (0) points for a loss
5. One (1) point for a shut out
6. 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.
1. **Ties in flight games shall remain a tie.** No overtime games to be played in flight play.
2. Should any team forfeit; the opposing team shall be awarded eight (8) points.
3. Subtract one (-1) point for each red card or for two yellow cards issued to the same player or coach in the same game.
4. 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 tied when all games in a 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 –

1. 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.
2. 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.
3. 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.
4. **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.**
5. 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.
6. 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.
7. The use of any noise making device is prohibited