

United Cup 2017-Rules & Credentials

1. Teams will play in age brackets for the **2017-2018** season. All teams must provide properly laminated player passes **for 2017-2018**, and properly signed medical release/registration forms. **Players without a valid laminated players pass will not be allowed to participate.**
2. USYSA teams from outside the CYSA-South region 4 with borrowed players must have properly completed loan papers or the player(s) will not be allowed to participate.
3. All player passes must be given to the referee prior to each game.
4. USYSA teams from outside CYSA-S region 4 must have properly processed travel papers from their state association. Any team without proper travel papers will not be allowed to play.
5. Coaches from CYSA-South teams must have a registration/risk management card for their team. They will be checked prior to each game.
6. All players must have medical release forms signed and completely filled out.

CHECK-IN

1. **Mandatory Friday Night Check in. LOCATION TO BE DETERMINED**
2. For all subsequent games, the team will check in with the Field Marshall 30 minutes prior to the next game.
3. All player, coach and administrator cards and paper work must be presented at Friday check in. The **Tournament Director** will resolve any situation not explicitly covered by the rules.

COMPETITION

1. RULES

All games will be played by FIFA rules except as modified by USYSA and CYSA-S.

2. PROTEST/DISPUTES

All game will be considered final. No protest will be allowed.

The Tournament Director will resolve any situation not explicitly covered by the rules.

3. HOME TEAM RESPONSIBILITIES

The **HOME** team is listed first on the game schedule.

The home team may choose on which side of the field they will stand and must provide game balls.

In the event of a uniform (jersey) color conflict, the home team will change jersey color.

Home team will have choice of direction.

Visitors will kick-off

4. SPECTATOR SEATING

Opposing teams must sit on same side of field, across from their team's bench and must not move to the other side of the center line after half time.

Where there are adjacent fields and sidelines less than five yards apart, spectators shall stand on opposing sides of the centerline.

In all cases spectator and team seating will allow the referee's assistants clear run views of all touch lines by staying behind the spectator line (5 yards from the touch line).

5. CAUTIONS AND EJECTIONS

Players or coaches receiving a RED card (2 yellow cards in one game = 1 red card) will be ejected from that game, shall not be replaced, AND shall not be allowed to participate in the NEXT GAME.

For flagrant violations, longer suspensions may be enforced based on mandatory review by the **Tournament Director**. The tournament Director may institute harsh penalties for Red Cards, up to and including elimination of a team from the tournament.

Coaches are responsible for the behavior of their fans and parents.

Teams that are short a player(s) due to red card ejection will also play any overtime short a player(s).

Player/coach cards for those ejected will be available from the field marshal after the team's last scheduled game except for an ejection due to a flagrant violation.

6. SUBSTITUTIONS

Substitutions may be made only with the consent of the referee, at the following times:

Any stoppage in play at the referee's discretion.

7. FORFEITS

Team failing to report, ready to play, at the scheduled kickoff time, or home team failing to change to an alternate jersey when required, will result in the forfeiture of the game by a 1-0 score.

If both teams fail to appear at the scheduled kickoff time, each team will receive 0 points.

Teams forfeiting their first game will be assumed to forfeit all of their games unless they contact tournament headquarters at least 3 hours prior to their subsequent games.

There will be no grace period.

8. LINE UP CARDS

The Field Marshal will be responsible for delivering and collecting all lineup cards to/from the referee.

Coaches will be given, and are responsible for transporting their lineup cards and player passes when moving to a second field.

9. U-8/9/10 8 v 8 Rules:

Maximum number of players on the field at any one time is eight (8) – one of who shall be a goalkeeper.

Ball will be size four (4)

10. EQUIPMENT

All players are required to use shin guards. No Shin Guards = No Play.

11. REFUNDS

No refunds approved after August 7, 2016 deadline.

FORMAT OF PLAY

1. In some cases, pool play is followed by single-elimination leading to a championship round.

| Age | Pool Play and Semi-Finals Halves | Final Halves | Final OT Halves |
|-----------------|----------------------------------|-------------------|------------------|
| <u>U8</u> | <u>20 Minutes</u> | <u>20 Minutes</u> | <u>5 Minutes</u> |
| <u>U9, U10</u> | <u>25 Minutes</u> | <u>25 Minutes</u> | <u>5 Minutes</u> |
| <u>U11, U12</u> | <u>30 Minutes</u> | <u>30 Minutes</u> | <u>5 Minutes</u> |
| <u>U13, U14</u> | <u>35 Minutes</u> | <u>35 Minutes</u> | <u>5 Minutes</u> |
| <u>U15, U16</u> | <u>35 Minutes</u> | <u>40 Minutes</u> | <u>5 Minutes</u> |
| <u>U17, U19</u> | <u>35 Minutes</u> | <u>45 Minutes</u> | <u>5 Minutes</u> |

Overtime halves are played in final games only.

Semi Final games, if tied after regulation time, will go directly to FIFA penalty kicks.

If there is a tie at the end of regulation time in a final game, the game proceeds to overtime. OT will consist of (2) 5 minute halves. NO GOLDEN GOAL RULE. Both halves must be played in entirety.

If still tied at the end of the overtime halves, FIFA penalty kicks will be used to determine winner.

Halves of regulation games will be separated by a break of **5 minutes**.

Breaks between overtime games at the half will be 1 minute.

2. Duration of Match

There will be a running clock for all games, except for the finals and possibly for injuries where professional medical assistance is required.

In final games injury time may be added at the option of tournament officials.

All preliminary games shall terminate 5 minutes prior to the scheduled start of the next game regardless of the amount of time played in the half up to that point and may be shortened if needed as per tournament director.

3. Standings will be determined by points awarded, as follows: (see chart below)

1. 3 points for each win
 2. 1 point for tie
 3. 0 point for loss
- Forfeits equals a 1-0 win for opponent

4. Ties in standings will be resolved, as follows:

1. Winner head-to head competition; in case of 3-way tie, head to head is never used and move directly to tie breaker number 2.
2. Least goals allowed;
3. The goal differential – difference between goals scored and goals allowed (maximum of 4 per game);
4. Most shutouts;
5. Most goals scored;

If required, to determine advancement to semi-final or final games, FIFA penalty kicks will be held 15 minutes prior to the start of the scheduled game unless a more reasonable time can be agreed upon by both teams and/or tournament director.

WEATHER

In the event of adverse weather, refund amount, if any, will be determined by the Tournament Committee.