

2010 United Cup Tournament Rules

CYSA APPROVAL

CREENTIALS

1. Teams will play in age brackets for the 2010-2011 season. All teams must provide properly laminated player passes from either the 2009/2010 or 2010/2011 seasons, and properly signed medical release/registration forms.

Players without a valid players pass will not be allowed to participate.

2. Teams from outside the CYSA-South region 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. Teams from outside CYSA-S 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 ("white") card **for their team**. They will be checked prior to each game.
6. All players must have medical release forms.

CHECK-IN

1. Mandatory Check in for all teams will be on **Friday evening**, prior to tournament, at a location in South Orange County which will be published on the United Cup website.
2. Check in for all teams will be at the **field of your first scheduled game**. For all subsequent games, the team will check in with the Field Marshall 30 minutes prior to the next game.
3. Any requested exceptions must be confirmed by the Tournament Director no later than 48 hours prior to the scheduled check-in.
4. All player, coach and administrator cards and paper work must be presented. 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 will provide a game ball.
- In the event of a uniform (jersey) color conflict, the home team will change jersey color.
- Have choice of direction.
- Visitors will kick-off.

4. SPECTATOR SEATING

- Opposing teams may not stand on the same side of the field except where dictated by local field rules.
- 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-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

FORMAT OF PLAY

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

Game lengths are shown in the chart below:

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

- 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 **"Sudden Victory"** overtime where the first goal wins the game.
- If still tied at the end of the overtime halves, FIFA penalty kicks will be used.
- Halves of regulation games will be separated by a break of **5 minutes**.
- Breaks between games and overtime, and at the halves of overtime games will be 1 minute.

2. Duration of Match

- There will be a running clock for all games, except for the finals and 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.

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

- 6 points for each win
- 3 points for tie
- 1 point for each goal (max. of 3 per game)
- 1 point for each shutout (0-0 ties = 4 points)

Deduct one point for each red card issued per player or coach

4. FIFA "Friendly Five School Boy Rule" shall not apply.
5. Ties in standings will be resolved, as follows:

- Winner head-to head competition;
- Least goals allowed;
- The goal differential – difference between goals scored and goals allowed (maximum of 4per game);
- Most shutouts;
- 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.

WEATHER

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