



2018 Spring CUP - TOURNAMENT RULES

Date: May 19th & May 20th, 2017

Location: Betty Wilson Main & Kellogg Zaher

REGISTRATION/CHECK IN

All teams must provide the following at registration:

Current laminated player and coach's passes

Medical releases

Guest player forms (if applicable)

Travel papers (if traveling from outside Region IV)

Check in at the SSGSL league office, 5650 W. Charleston Blvd. #13, Las Vegas, NV 89146 at the following times:

- Local Teams Weds 5/16 -Thursday, 5/17 from 11:00 am – 2:00 pm

Check in at Betty Wilson Main 7353 Eugene Avenue, Las Vegas, NV:

- Out of State/Local Teams Friday, May 18th from 5:00 pm – 9:00 pm

RULES

Rules follow FIFA "Laws of the game" and rules of USSF shall apply unless otherwise modified or listed below.

All decisions by the tournament committee are final and the committee reserves the right to alter the format to enhance fair play and safety. **THERE WILL BE NO PROTESTS OR APPEALS.**

All team coaches and officials are responsible for the behavior of their players, parents, and spectators.

All referees will be treated courteously. Their decisions are final. **REFEREE ABUSE WILL NOT BE TOLERATED.**

Anyone who enters the field of play during their game without referee approval MAY have their team disqualified from the tournament. Referee discretion.

There will be no alcoholic beverages allowed at the soccer fields.

ALL teams must clean up trash from their area.

NO staking of any tents at Betty Wilson Main Complex



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ABSOUTELY NO DOGS OR ANY OTHER ANIMALS ALLOWED INSIDE BETTYE WILSON MAIN COMPLEX, KELLOGG ZAHER.

ELIGIBLE PLAYERS / TEAMS

Eligible players/teams are those players/teams that are registered players/teams with USYSNV, AYSO, USSSA, US Club or other state associations. All challenges of player eligibility must be made to the referee before start of second half of the match.

There will be a maximum of five guest players.

HOME AND VISITING TEAM

Home team is listed first on the schedule. Visiting team has the option of jersey color. Where there is a conflict, the home team must change shirts.

Home team: North/East Sidelines

Visitors: South/West sidelines.

SCHEDULE

All teams are guaranteed at least three games (weather permitting).

Check in will be one-half hour prior to your game with the field marshal.

Number of teams entered will determine bracket size.

Bracket size for each age group will determine format for final.

The tournament committee will determine brackets.

If there are not enough teams entered from a division/age group to fill a bracket, those teams will have the option to play up a division/age group or receive a full refund.

GAME RESULTS

Coaches must sign their game cards after each game. Scores are posted based on the results on the game cards. Scores cannot be disputed, after they are signed.



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AWARDS

First and Second place player awards will be presented at the conclusion of the final game for U8 and above ONLY. All participants will receive a tournament token. U-5-U7 teams will have no standings and will receive participation awards after the conclusion of their last game on Sunday.

CONTINGENCY PLAN:

PLAN A: All matches will play as scheduled

PLAN B: Shorten all first round matches to 15 minute halves

PLAN C: Plan B plus shorten all semi final matches

PLAN D: Plan C plus shorten all final matches

PLAN E: In the event the fields become totally unplayable or the weather becomes a hazardous condition, it may be necessary to decide some matches with FIFA penalty kicks

INCLEMENT WEATHER

Tournament matches will be played in all weather conditions unless the referee determines the conditions are dangerous and/or life threatening as per FIFA/USYSA/USYSNV regulations. The tournament committee will do everything in their control to make sure all matches are played. However, if it is out of their control, the tournament standings at the time will be final without refund. The Tournament Director reserves the right to delay play, reduce game time and/or cancel games in case of adverse weather or unplayable field conditions.

SCORING

Teams shall be awarded points for game results as follows:

WIN: 6 Points

TIE: 3 Points

LOSS: 0 Points

Bonus points:

SHUT OUT: 1 Point

GOALS: 1 Points (Each goal, maximum 3)

Tie shutouts (0-0) will NOT be awarded 1 point for the shutout.

Point deductions:

1 Point for each RED CARD or a coach who is sent off or 2 YELLOW CARDS per player in one game.



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ALL SEMI FINAL GAMES

There will be **NO** over time in the semi final games. If the score is still tied after regulation time, teams will go straight to kicks from the mark.

CHAMPIONSHIP GAMES

There will be **NO** over time in the final games. If the score is still tied after regulation time, teams will go straight to kicks from the mark.

TIE BREAKER

In the event that two or more teams are tied in points at the end of the preliminary games, the following tie breakers shall be applied in the order given until a winner is determined.

1. Head to head competition
2. Goal differential (max. 5 per game)
3. Goals against
4. FIFA penalty kicks

DISCIPLINE

YELLOW CARDS - All yellow carded players must be substituted for. They may return at the next available substitution for their team.

Any coach accumulating two (2) yellow cards during the tournament **WILL SIT OUT** the next game (including finals, etc.)

RED CARDS - Ejection of current game and next game. Committee reserves the right to impose stricter penalty for fighting, foul language, spitting, etc. Any coach red carded risks tournament banishment.

Coaches and Team Officials are responsible for the behavior of their players, parents, and spectators.

All referees will be treated courteously. The referees' decisions are final.

FORFEIT - Teams failing to check in within ten (10) minutes of scheduled kick off will forfeit. Forfeited games will be scored as follows -- 1-0 score, 8 points to winning team. **No forfeiting** a game because of the opposing



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team for whatever reason. If you do, you are disqualified from the rest of the tournament. NO refunds and a report given to your home association. No refunds due to a team forfeiting.

TENTS/EZ UPS

EZ ups and/or tents may NOT be staked anywhere at BW or KZ .

ABANDONMENT

The results of any game terminated as consequence of abandonment shall be based on the score at the time. If the referee deems one team responsible, the score will be a 1-0 shutout and the guilty team will also have two (2) points deducted from their total.

****TOURNAMENT COMMITTEE WILL HAVE FINAL SAY ON ALL DISPUTES AND INTERPRETATIONS OF TOURNAMENT RULES****

****FALSIFICATION OR MISREPRESENTATION OF DOCUMENTS WILL DISQUALIFY YOU AND YOUR TEAM FROM THE TOURNAMENT AND POSSIBLY FROM ANY FUTURE TOURNAMENTS HOSTED BY SSGSL****

****ANY PLAYER CAUGHT PLAYING WITHOUT PROPER PAPERWORK (GUEST PLAYER FORM), WILL NOT BE ALLOWED TO PLAY THE REST OF THE TOURNAMENT AND THE GAME THEY PLAYED IN WILL BE A FORFEIT****



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U11-U12 9 v 9

U13 - U19 - 11 v 11

GAME LENGTH / FORMAT

1. Start of the game is in a coin toss to decide who has kick off and who defends which goal. Winner of coin toss gets first choice.
2. The length of the game shall be divided into two (2) equal, thirty minute halves.
3. Substitutions may be made by either team with referee's permission when play is stopped.
4. **Coach MUST substitute cautioned (yellow card) player**
5. Coaches must remain in the coach's box. NO running up and down the sidelines.
6. Coaches, parents or spectators standing behind the goals/goalkeepers are not allowed.
7. All players MUST wear shinguards to play. No earrings during play.
8. Slide tackling is permissible for U11 and above.
9. Fields are 100-130 yards long and 50-100 yards wide. Goals will be a maximum of 7 feet high and 21 feet wide.
10. The ball sizes shall be U11-U12 #4, U13-U19 #5.

LENGTH OF GAMES

Preliminary games –30 minute halves with a 5 minute halftime - U11-U19

Semis - 30 minute halves with a 5 minute halftime - U11-U19

Championship - 30 minute halves with a 5 minute halftime - U11-U19



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U9 & U10 – 7 v 7

GAME LENGTH / FORMAT

The U9 and U10 game:

1. Start of the game is in a coin toss to decide who has kick off and who defends which goal. Winner of coin toss gets first choice.
2. The length of the game shall be divided into two (2) equal, twenty-five minute halves with a five (5) minute half time.
3. Maximum number of players on the field at any one time is (7) seven, one of whom is a goalkeeper.
4. Coaches, parents or spectators standing behind the goals/goalkeepers are not allowed.
5. The ball sizes shall be #4.
6. Substitutions may be made by either team with referee's permission when play is stopped.
7. Coach MUST substitute cautioned (yellow card) player.
8. Off-sides are enforced.
9. No sliding allowed. Exception: goalie may slide in his/her own goal box to make a save on the ball.
10. Direct kicks are allowed.
11. Coaches must remain in the coach's box. NO running up and down the sidelines.
12. Coaches, parents or spectators standing behind the goals/goalkeepers are not allowed.
13. All players MUST wear shinguards to play.
14. No earrings during play.
15. Fields are 70-80 yards long and 40-50 yards wide. Goals will be a maximum of 7 feet high and 21 feet wide.

LENGTH OF GAMES

Preliminary games – 25 minute halves with a 5-minute halftime

Semis - 25 minute halves with a 5-minute halftime

Championship - 25 minute halves with a 5-minute halftime



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U6 - 3 v 3

U7/U8 – 4 v 4

GAME LENGTH / FORMAT

1. Start of the game is in a coin toss to decide who has kick off and who defends which goal. Winner of coin toss gets first choice.
2. The length of the game shall be divided into two (2) equal, twenty-minute halves with a five (5) minute half time.
3. Games played on 1 field – 3 v 3 or 4 v 4.
4. There are no Goalkeepers. Coaches, parents or spectators standing behind the goals/goalkeepers are not allowed
5. The ball sizes shall be #3.
6. Either team may substitute at ANY time on the fly.
7. There are NO off-sides.
8. No sliding allowed.
9. Opponent must be three (3) yards from the center mark while kick-off is in progress and three (3) yards away before free kick or goal kick is allowed.
10. Ball going out of play, whether over the end or sideline, is played “In” by the opposing team with an indirect kick or throw-in.
11. Goals can only be scored from the attacking half of the field and must pass completely over the line.
12. Coaches must remain in the coach’s box. NO running up and down the sidelines.
13. Fields are no more than 35 yards long and no more than 25 yards wide. Standard corner flags or pugs will be used as goals.
14. All fouls are indirect free kicks. Indirect free kicks restart play by a pass to a teammate which is not a strong kick directly at the goal. A second throw in must be allowed if a player throws the ball improperly the first time.
15. Coaches and teams sit on their own sidelines.
16. Parents are not allowed in center of fields, they sit opposite their teams.
17. All players MUST wear shinguards to play.
18. No earrings during play.

LENGTH OF GAMES

20 minute halves with a 5 minute halftime



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Heading Policy

Players U11 and below-No Heading Allowed

- When a player deliberately heads the ball in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.