

CEDAR VALLEY CUP
June 10-12, 2022
TOURNAMENT RULES

1. LAWS OF THE GAME

All games will be played in accordance with the FIFA Laws of the Game, except where amended by US Youth Soccer Rules of Play and except as noted below. These rules may be modified, in which case rules changes will be provided before the beginning of tournament play.

2. PLAYER/TEAM ELIGIBILITY

A. AGE

1. Players must be born on or after January 1st of their respective year.

8/9U-2013 10/11U-2011 12/13U-2009 14/15U-2007

2. A player may play for only one team in the tournament. (**Unless there is additional approval from Tournament Director**)
3. All players must have a USSF/US Youth Soccer Player Pass Card that is valid for the current playing year. No other form of identification will be accepted.
4. Players **MUST** be on the team's tournament roster in order to participate. If a violation is determined, the TEAM COMPETITION and all previous matches will be forfeited.

B. TEAM COMPETITION

	*Max. Roster Size	# of Guest Players	Max. # on the Field	Min. # on the Field
8/9U (4v4)	8	3	4	3
10/11U (7v7)	14	4	7	5
12/13U (9v9)	16	5	9	7
14/15U (8v8)	16	6	8	7

2. A team may only exceed the maximum roster size listed above if the team's certified roster exceeded the maximum roster size *during* the regular season and there are no guest players.
3. All rostered players must be invited to play in the Cup.
4. Guest players are not allowed for teams that exceed the maximum roster size in 2-B-1 unless their tournament roster drops below the maximum roster size for their age group. Guest players may only be added to reach the maximum roster size for the tournament.
5. If a player's recreational team is playing in the tournament, the player may not guest play for any other team.
6. **The Box Rule will apply in U8/9 division. The defending player can not stop the ball in the box when the opponent takes a shot (the goal will be awarded). If the ball stops in the box then the goal kick is awarded to defending team. Simply all players should avoid being in the box.**
7. Guest players must be USYS recreational players (Level III). 9/12U Academy and 13/15U Select players are not eligible to guest play in the Cup.
8. Guest players may be added up until the day of the tournament. No other roster changes will be approved after the team is registered.

3. REGISTRATION REQUESTS

- EACH PLAYER MUST PLAY AT LEAST HALF (50%) OF EACH GAME
- A. At registration (check-in) each team must provide the tournament registrar with a state approved roster with guest players listed, a laminated player pass with a photo for each player and coach, and a team medical release form.
 - B. Tournament registration fees are due at the time you apply to enter the CV Cup. There will be no refunds once registration closes, except as noted in cancellation policy.

4. MATCH INFORMATION

A. PRE-GAME

1. All teams must report to their fields for check-in one half hour before each scheduled match.
2. The Referee will conduct an equipment check along with checking player passes.

B. FORFEITS / NO SHOWS

1. A match will be considered a forfeit if a team is more than 5 minutes late for a scheduled match.
2. A team forfeits a match if they refuse or cannot field a team when the referee indicates that the match is to begin.
3. A match will be considered a forfeit if a team quits a match before its conclusion. (*The team will be disqualified from advancing in the tournament.*)
4. In the event of a forfeit, the score will be 3-0 and the winning team will be awarded 3 points for a win and +3 points for goal differential.
5. If a team forfeits any pool game, all of its pool games (including those previously played or yet to be played) will be scored as a 3-0 win in favor of their opponents in each game for determining advancement within the pool.

C. GAME INFORMATION

1. All matches will have a 5-minute half time.

2. Each team should be prepared to provide a game ball.
3. The team listed first on the match schedule is the HOME TEAM.
4. A “build-out line” will be used in all 9U and 11U games. The midfield line will act as the “build-out line”. The purpose of the “build-out line” is to encourage playing out of the back. Once a goalkeeper has possession of the ball or if a goal kick is awarded, the defending team must retreat behind the “build-out line”. The defending team may cross the “build-out line” once the goalkeeper has put the ball into play by throwing, passing, or rolling the ball to a teammate or the ball has been passed from a goal kick. If the goalkeeper or player taking the goal kick should put the ball in play prior to all defending players retreating behind the “build-out line” it will be at their own risk. Punts or drop kicks are not allowed.
5. Deliberate heading of the ball will not be allowed in 13U and younger divisions. Infractions will result in an indirect free kick for the opposing team from the spot of the offense. If the offense occurs in the goal area, the indirect free kick should take place along the goal area line parallel to the goal line nearest where the offense occurred. If a deliberate header results in an own goal, the goal will stand.
6.

	<u>Ball Size</u>	<u>Length of Game</u>
8/9U	3	10 min quarters
10/11U	4	20 min. halves
12/13U	4	25 min. halves
14/15U	5	30 min. Halves

D. UNIFORMS & EQUIPMENT.

1. The 1st TEAM LISTED on the schedule will change jerseys if the referee determines there is a color conflict.
2. All players must wear age appropriate shin guards (no exceptions) covered with socks.
3. A player with a cast must have the cast padded. (The Referee will decide if the padding is adequate to play.)

E. SUBSTITUTIONS – UNLIMITED at any stoppage with the referee's consent.

F. DISCIPLINE

1. Any player or coach receiving a RED CARD will be suspended for the remainder of the match and the following game.
2. Two (2) YELLOW CARDS in the same match is equal to a RED CARD and results in a suspension from the remainder of the match being played and the following game.
3. Three (3) YELLOW CARDS throughout the tournament equals a suspension in the next game.
4. The coach or a team representative must check with the Disciplinary Chairman to confirm eligibility for any player or coach suspended.

5. **TEAM/SPECTATOR**

A. LOCATION

1. Both teams will bench on the same side of the field.
2. All spectators will be on the opposite side of the field, and at least 3-yards back from the touchline.

B. CONDUCT

1. Coaches are responsible for the conduct of Players, Parents, Coaches and Spectators at all times and locations during the tournament.
2. If complaints are received regarding the conduct of any player or persons associated with a team, the Disciplinary Committee reserves the right to take either or both of the following actions:
 - a. Request that any or all persons stay away from the tournament matches.
 - b. Request that the team leave the tournament and forfeit all matches.
3. **Alcohol, smoking and controlled substances are strictly prohibited; possession will result in immediate removal from the Tournament.**

6. **SCORING SYSTEM**

Win	3 POINTS
Tie	1 POINT
Loss	0 POINTS

7. **PLACEMENT IN 8/9U AND 10/11U DIVISIONS**

A. 8/9U and 10/11U divisions will play a Jamboree format with no final champion determined. Final standings within a pool will be determined using the scoring system in #6 above. The 4th game for each team in these age groups will match them with a team of similar standing from another pool. No medal awards will be made.

B. If final standings within a pool or age group cannot be determined by points, as described in Section 6 above, then a tiebreaker system will be utilized to determine matchups for the 4th game.

TIEBREAKERS

1. Head to head competition.
2. Goal Differential - a maximum of +/-3 goals per game. (Goals scored minus goals allowed per game.) Each game is calculated individually and then totaled.
3. Fewest goals allowed.
4. Fewest Red Cards.
5. Penalty Kicks (see Section 7C below)

C. Procedure for Penalty Kicks

1. Each team will present a shooting list (8/9U – 4 players; 10/11U – 7 players) to the referee prior to beginning the shootout.
 2. All players on the roster, including the Keeper, are eligible. (Players serving a red card suspension are not eligible to participate in penalty kicks.)
 3. All players on the shooting list must have taken a penalty kick before a player can repeat taking a penalty kick.
 4. The winner of a coin-flip will choose which team shoots first – visiting team calls the toss.
 5. For 8/9U, the referee will select a spot 18 yards from the goal. A player will shoot on goal with no defender or goalkeeper. For 10/11U, kicks will be taken from the penalty spot.
 6. First round, 3 vs 3 (8/9U) or 5 vs 5 (10/11U), each team alternating penalty kicks.
 7. Second round, sudden death, each team alternating penalty kicks. Teams will return to first shooter at the same time.
- D. In a multi-team tie, if one criterion above eliminates one team, then the tiebreaker reverts back to 7.B.1 (Head to head) between the remaining two teams.
- E. In a multi-team tie, if one criterion above eliminates two teams, then the remaining team finishes highest. Tiebreaker reverts back to 7.B.1 (Head to Head) between the two eliminated teams to determine their positioning.

8. **QUALIFICATIONS FOR MEDAL GAMES IN 12/13U AND 14/15U DIVISIONS**

- A. Team with the most points (see Section 6 Scoring System) in each pool of the bracket is the pool winner
- B. In an age group with only four (4) or five (5) teams, final standings will be based on points earned in round robin play. Medals will be awarded to pool winners.
- C. In age groups with six (6) or more teams, pool winners will play a final game for medals. No other teams will play for medals but all teams will play a 4th game against a team of similar standing from another pool (provided there are an even number of teams in the age group).
- D. If final standings within a pool or age group cannot be determined by points, as described in Section 6 above, then a tiebreaker system will be utilized to determine qualification for the medal game and finishing order within the pool.

TIEBREAKERS

1. Head to head competition.
 2. Goal Differential - a maximum of +/-3 goals per game. (Goals scored minus goals allowed per game.) Each game is calculated individually and then totaled.
 3. Fewest goals allowed.
 4. Fewest Red Cards.
 5. Penalty Kicks (see Section 7C above)
- E. Procedure for Penalty Kicks
1. Each team will present a shooting list (12/13U – 9 players; 14/15U – 8 players) to the referee prior to beginning the shootout.
 2. All players on the roster, including the Keeper, are eligible. (Players serving a red card suspension are not eligible to participate in penalty kicks.)
 3. All players on the shooting list must have taken a penalty kick before a player can repeat taking a penalty kick.
 4. The winner of a coin-flip will choose which team shoots first – visiting team calls the toss.
 5. Kicks will be taken from the penalty spot.
 6. First round, 5 vs 5, each team alternating penalty kicks.
 7. Second round, sudden death, each team alternating penalty kicks. Teams will return to first shooter at the same time.
- F. In a multi-team tie, if one criterion above eliminates one team, then the tiebreaker reverts back to 7.B.1 (Head to head) between the remaining two teams.
- G. In a multi-team tie, if one criterion above eliminates two teams, then the remaining team finishes highest. Tiebreaker reverts back to 7.B.1 (Head to Head) between the two eliminated teams to determine their positioning within the pool.

9. **TROPHY MATCHES**

- A. If a WINNER has not been determined after regulation play; PENALTY KICKS will be taken to determine the winner of the match.
- B. Procedure for Penalty Kicks - Follow guidelines set in Section 8.E, with the exception that only the players on the field at the end of the game are eligible to participate in the shootout.

10. **TOURNAMENT COMMITTEE**

- A. The Tournament Committee reserves the right and authority to:
 1. Group age divisions based on team availability.
 2. Relocate and/or reschedule match times.
 3. Reduce up to half the duration of matches.
 4. Decide the final tournament standings and trophy winners.
 5. Suspend a match without necessarily terminating it and then resuming the match
 6. Make any other decisions as necessary to accommodate unexpected situations and/or weather.
- B. The decisions and/or interpretations of the Tournament Committee, Disciplinary Committee, and referees are final.

11. **PROTESTS**

NO PROTESTS WILL BE ALLOWED.

12. CANCELLATION POLICY

- A. The Tournament Committee and the Cedar Valley Soccer Club (CVSC) shall not be responsible for expenses incurred by any team or individual if the tournament shall be cancelled in whole or part. If games are cancelled because of weather the following refund policy will be in effect:
 - 1. No game played – 75% refund of entry fee
 - 2. One game played – 50% refund of entry fee
 - 3. Two games played – No refund
- B. If the Referee abandons the game and neither team is at fault, it shall be considered a completed game if at least five (5) minutes of the second half has been played.
- C. In case of severe weather or unplayable field conditions, the Tournament Director has the authority to relocate, reschedule, cancel or reduce the length of any game. Games may be shortened or eliminated in case of unplayable conditions.
 - 1. In the event that Semi-final or Final games are cancelled, the division winner will be determined in accordance with Tie-Breaker rules.

13. TEAM CHECK-IN POLICY

Team check-in will be available at the Cedar Valley Soccer Complex two hours prior to the first scheduled games. You do not need your players for check in. Check-in should be done at least 1 hour prior to your first game. Player and Coaches passes, medical release forms, and a state approved roster must accompany the person checking the team in. A copy of the approved roster will be kept by the registrar.

**TEAMS MAY NOT WARM-UP OR PRACTICE
BEHIND TEAM BENCHES OR THE GOAL AREAS**