



# ROCKY MOUNTAIN CUP

## 2018 Tournament Rules

### I. GENERAL

#### A. GOALS OF THE TOURNAMENT

1. To provide a national youth soccer tournament with the high-level of competition, sportsmanship, friendship and athletic fellowship.
2. To promote, develop and grow the game of soccer.
3. To offer an opportunity for visitors to enjoy the natural and cultural attributes of the City of Boulder and the State of Colorado.

#### B. SPONSORSHIP.

The host presenter is FC Boulder, a 501(c)(3) non-profit Colorado organization. Proceeds from the event benefit FC Boulder.

#### C. TYPE OF TOURNAMENT

The Rocky Mountain Cup Soccer Tournament is sanctioned by the United States Youth Soccer (USYS) and the United States Soccer Federation (USSF) as a class I tournament open to competition from affiliated U.S. teams in good standing with their respective associations. Player passes and travel papers are required.

#### D. MEDICAL ATTENTION

Emergency medical trainers on contract to the Rocky Mountain Cup are available at the playing fields throughout the competition to assist with minor injuries. More serious injuries may be attended to at emergency center facilities in Boulder, Colorado. (Note: Medical trainers are available for pre-match training but players are required to provide the trainers with needed supplies).

#### E. STANDARDS OF CONDUCT

All participants in the Rocky Mountain Cup Soccer – including players, parents, coaches, referees and team supporters - are expected to maintain high standards of conduct during their stay in Colorado. Should it come to the attention of the Tournament Director that a person (or persons) has failed to maintain proper conduct, the Director reserves the right to take remedial action. Said action, depending upon the circumstances, may range from a warning, a reduction in points in the current standings, or banning that team and/or all teams in its club from future participation in the tournament.

#### F. SITE OF TOURNAMENT AND FACILITIES

The City of Boulder provides access to the Pleasant View Soccer Fields for this event. It must be expressly understood, however, that everyone must abide by the rules of the City of Boulder and all applicable rules of all facilities. Any violations could jeopardize tournament participation. Dogs, glass containers and alcohol are expressly prohibited at the Pleasant View Soccer Complex.

G. SAFETY

In the event of a severe weather, the Field Marshall or Tournament Director may suspend play. If games are suspended, all players, coaches and spectators must leave the fields and immediately take cover in the nearest available shelter (most likely automobiles and vans) as there is a possibility of lightning strikes on our playing fields during severe storms. Play will be resumed when "all clear" is signaled.

H. PLAYING CONDITIONS

The Commissioner of Referees will determine playing conditions. Teams will be expected to play regardless of weather. Only the Tournament Director may reschedule games because of weather, and in this event, each coach must assume the responsibility of checking at the administration center for reschedule information the same day suspended.

I. MATTERS NOT PROVIDED FOR

1. Any situation or questions on rules of competition not covered herein will be governed by the USYS Administration Rule Book.
2. Any matters not provided for in these rules shall be determined by the Tournament Director, whose decisions shall be final.

II. TEAM INFORMATION

A. AGE DIVISIONS

1. Boys: 11U - 19U Advanced
2. Girls: 11U- 19U Advanced

B. TYPES OF TEAMS

League/Club/Association teams and select teams, including ODP. (A select team is defined as a regular team whose tournament roster includes not more than six (6) guest players, and which team has not had more than three (3) transferred players to its regular season league roster). All players must be registered with USYS, AYSO or US Club Soccer.

C. TEAM SELECTION CRITERIA

Teams invited to participate are selected on the basis of relative strength of teams (taking into consideration win/loss records, difficulty of schedule, strength of opponents, and geographic balance).

D. DISCIPLINE

1. An ejected player and/or coach (red card) will be ineligible for the next game. This includes quarterfinals, semi-finals and finals.
2. The coach is responsible for the actions of his or her spectators – specifically verbal abuse of referees. Such abuse will not be tolerated. (Violation may result in forfeiture of the game and/or expulsion from further play).
3. Any player who receives two (2) yellow cards in one game will be treated the same as having a received a red card.
4. Any player who receives an accumulation of three (3) yellow cards during the tournament will sit out the next game.
5. Anyone ejected (red card) must remove himself or herself no less than 100 yards from the playing field within two (2) minutes of ejection, or the game may be

- forfeited to the opposing team.
6. Any coach who withdraws their team from the field during the game will receive a red card and their team will forfeit the match.
  7. Referees will take note of all ejections as furnished by the Tournament Director prior to game time and ensure that any such ineligible players do not participate in the match. Referees will also notify the Commissioner of Referees of any yellow and/or red cards in the game just completed by clearly noting the same on the game card turned into the Tournament Director.
  8. The Tournament Director will make note of card(s) issued and the offenses in order that a written report may be made to the players' respective club/league/association for further action, if needed.
  9. The use and consumption of alcoholic beverages immediately before, during or after the playing of any youth soccer game is expressly prohibited. Any player or team official who violates this prohibition shall be subject to disciplinary action and/or suspension by the Tournament Director.

E. TEAM AND PLAYER REQUIREMENTS

1. A player may play for only one team during the tournament.
2. A coach may coach more than one team during the tournament; however, all yellow cards issued to a coach in any game in which they coach will be accumulated throughout the tournament and the accumulation of three yellow cards will require the coach to sit out the next game for any team on which he or she is listed as the coach.
3. Each team must have a certified roster and a Guest Player Roster (if applicable) with a total of not more than eighteen (18) players to be presented by the coach or manager to the Field Referee prior to the start of the match. The Field Referee will check player passes against the team roster and will keep the roster and the player passes during the game.
4. If a player pass is not presented to the Field Referee prior to the start of the match, the player may not participate in that game.
5. Each player must be able to prove their age if challenged by the opposing team through the Referee.
6. If a player plays in a game and is not properly registered, their team shall automatically forfeit that game and may face further disciplinary action by the Tournament Director, depending upon the nature of the violation.
7. If a team is unable to supply a valid roster, it will be subject to forfeit the game. The game may still be played, but only upon agreement by both coaches.
8. All passes and rosters are to be returned to the coach or manager of the team at the conclusion of the game unless a player or coach is ejected for misconduct. It is the responsibility of the coach to retrieve the passes and roster at the conclusion of the match. It is responsibility of the Field Referee to turn in all passes of ejected players to the Field Marshall and also to notify the Tournament Director of any ejection of coaches.
9. At the conclusion of the game, the Referee will complete the game card in detail and turn it in to the Tournament Director. The Tournament Director will maintain an up-to-date list of all red and yellow cards issued during the tournament. A player or coach who receives three (3) yellow cards will be prohibited from participating in the next game. A red-carded player will receive an automatic one (1) game suspension. At the discretion of the referee, a two (2) game suspension may be given. Field Referees will be notified if a team has an ineligible player for their

match.

F. UNIFORMS

All teams shall have two (2) sets of uniforms. All team members must have shirts of the same color (except goalkeeper) and all shorts must be of the same color. All players must also have the same color socks. All players will be identified with a different number. The Home team will wear dark color jerseys and the Away team will wear light color jerseys. The Home team will be responsible for using an alternate color of shirts or socks, if necessary. Players must wear the number, which is submitted on the roster, and may not trade jerseys. In the event a player must wear a jersey with a number other than the one which is on the roster, the Field Referee must be advised of the change prior to the start of the match. Players may not wear double shorts. All players must wear shin guards and have socks pulled up. For player equipment refer to FIFA "Laws of the Game," Law IV in its entirety.

G. PLAYER CREDENTIALS

Each team will present two (2) copies of its final roster and Guest Player Roster (if applicable) to the Tournament Director not later than one (1) hour prior to the scheduled start time of the first match. The Tournament Director will retain the original certified roster with changes and guest players in the tournament file, and will provide a photocopy of these documents bearing an official tournament stamp for field use prior to the first game.

Additionally, each team is required to provide proof of medical release forms for each player and a valid player card at the time of team check-in.

III. GAME INFORMATION

A. TEAM PAIRINGS

Teams will be seeded according to team strength based on information received on the application and supporting documents. Every effort will be made to provide as wide a geographic variety of opponents as possible for each participant. The tournament reserves the right to combine groups together where there are not enough teams entered. Note: After scheduling is complete and a team withdraws, there will be no reseeding of teams.

B. GAME SCHEDULE STRUCTURE

Each team is guaranteed a minimum of three (3) games with semi-finals and finals played on Sunday. Advancement to semi-finals will be determined after brackets are formed.

SCORING

Group play games will be based on the following point system:

Win = 3 points

Tie = 1 point

Loss = 0 points

TIE BREAKERS

1. If at the conclusion of the group matches, two or more teams are tied, the standings within the group shall be determined by:

a. Head to head competition

b. Goal differential (goals scored minus goals allowed) – Max. of 4 per game

- c. Goals against
- d. Goals for
- e. FIFA Kicks from the Mark

It is the responsibility of each team to check with the Tournament Director to ascertain if there is any possibility for penalty kicks to determine which team will advance to the next round of play. If penalty kicks are required, the Tournament Director will determine the time and field for this event.

2. Semi-finals, Finals

If at the conclusion of regulation play there is a tie, the match shall be FIFA Kicks from the Mark.

C. TEAM PROTESTS AND APPEALS

The "No Protest Rule" applies. Ruling of referees at time of game is final. Appeals will not be heard.

D. GAME OFFICIALS

The Commissioner of Referees shall be responsible for procuring and assigning all tournament referees.

1. All referees and linespersons selected to officiate will be licensed and in proper uniform.
2. It is the intent of the Rocky Mountain Cup to provide a three-person referee system for all tournament matches. However, the Commissioner of Referees has been given the authority to modify the referee assignments, if necessary.
3. Referee instructions regarding tournament rules, preprinted game cards and team/player certification procedures will be given to all referees prior to the tournament by the Commissioner of Referees.
4. The Field Referee shall have the power to determine the fitness of field conditions for all matches. In other respects, the duties are defined in the "Laws of the Game."

E. RULES OF PLAY

The rules of play of the Rocky Mountain Cup shall be the "Laws of the Game" as published by FIFA with those modifications stated herein.

F. FORFEITS

If a scheduled team does not report for play within ten (10) minutes of the scheduled starting time, the game will be declared a forfeit. Forfeits will be scored 1-0 with 3 points awarded to the winning team.

If a team forfeits a semi-final game with advance notice, the tournament director reserves the right to replace that team with the next highest point team not already advancing.

G. RESCHEDULES

Games shall be considered completed if the first half has concluded and play is stopped by either the field referee, Commissioner of Referees or the Tournament Director. The score at the stoppage of play will be the final game score. If the first half has not been completed and the game is stopped, every effort will be made to complete the game. If

the game is cancelled before it starts, every effort will be made to reschedule the game. Note: if necessary, game lengths may be shortened for rescheduled games. However, in the event that rescheduling is not possible, and the game cancellation creates a situation where teams within the division are unable to play an equal number of qualifying games, the divisional winner will be determined on the basis of average tournament points for games played. The team with the highest average points will be declared the winner of the flight. In the event there is a tie, which cannot be resolved by point averaging, the winner/advancing team will be determined by penalty kicks, per FIFA.

H. BALL

The home team is responsible for supplying a properly inflated size 5 game ball for U13 and older age groups and a properly inflated size 4 game ball for U12 and younger age groups.

I. AWARDS

The first and second place teams in each age group will receive a team award. All players on the first and second place teams in each age group will also receive individual awards.

J. HOME TEAM

Team players and coaches will be seated on the opposite side of the field from the spectators. The home team is the team listed first on the pairings in the qualifying rounds.

K. START TIMES

Kickoff will be at the time on the schedule. If a team is not ready to play within ten (10) minutes of the time scheduled, the game is considered a forfeit.

L. GAME LENGTHS

1. 15U-19U games will be 40 minutes per half
2. 13U-14U games will be 35 minutes per half
3. 11U-12U games will be 30 minutes per half

M. SUBSTITUTION

1. Unlimited substitutions may be made with the consent of the referee.
2. Players should enter and leave the field from their team's side of the field at the half line.