



## 16<sup>th</sup> Annual Aiken Soccer Cup Tournament Rules

### General Rules

1. No glass containers of any kind are permitted on any tournament site.
2. FIFA's Laws of the Game shall govern all tournament play except as modified for the tournament.
3. All teams must register at **Tournament Registration** the night before the tournament, unless prior arrangements have been made with Tournament Director.
4. Teams are allowed to have 3 guest players with appropriate registration paperwork.
5. Players may play on only one team participating in this tournament.
6. Protests are not allowed.
7. The Tournament Committee, GA-SC Bulls Soccer Club, Aiken Polo Club or any affiliated organizations, organizers or sponsors are not responsible for expenses incurred by any team or individual if the tournament is canceled in whole or in part for any reason.
8. In unusual situations not provided for in these rules, the Tournament Committee will make decisions regarding the tournament.

### Summary Age Bracket and Details

Age Groups	U9-U10	U11-U12	U13-U14	U15-U17	U18-U19
Players on Field	6v6	8v8	11v11	11v11	11v11
Halves Min.	25	25	30	35	40
Halftime Min.	5	5	5	5	5
Overtime*	10	10	10	10	10
Min. Forfeit	5	5	5	5	5
Max. Roster	12	14	18	18	18
Max. Guest Players	3	3	3	3	3
Players to Start	5	7	9	9	9
Ball Size	4	4	5	5	5

**Overtime** – All overtime games are **Sudden Death** (1<sup>st</sup> goal wins the match) Each overtime half is 5 minutes. There are no overtime periods in preliminary rounds. Overtime is for semis and finals.

**Running Clock** – A running clock will be kept (i.e., no time added for injuries, delays) except in unusual circumstances.

**Forfeit** – Forfeits are awarded if a team is not ready to play 5 minutes after the scheduled start of the match.

**Water Breaks** – Depending on the heat, the referee may, stop play for water breaks.

### Registration

USYSA and US Club Soccer - Required Documents to be presented at **Tournament Registration** the night before the tournament.

1. **Roster:** Each player must be properly rostered with the team they are playing on as evidences by a current Team Roster, a Guest Player Roster, Tournament Team Roster or Permission to Travel Roster signed by their appropriate state officials. **Exception for US Club rostered teams only. Out of State Permission is not necessary.**
2. **Player Pass:** Players must have current Player Passes issued by the affiliated organization that has issued the team roster referenced above.
3. **Travel Permit:** Each out-of-state team must have a Travel Permit issued by their respective state association, unless attending as a US Club team with a US Club roster.

## General Play

- **Game Ball** – At least one tournament game ball will be provided for each match. If no tournament ball is available, the home team will provide the game ball.
- **Home Team** – In preliminary matches, the designated home team is the team listed first on the schedule. In playoffs, it is the team with the most points or, if teams are tied on points, by coin flip.
- **Score Cards** – Will be the responsibility of the Center Referee and Field Marshall.
- **Red/Yellow Cards** – The referee will report any cautions or ejections to a Field Marshall and Referee Assignor. Red cards will result in the player sitting out the next game or two depending on the offense. All Red/Yellow cards are required to be reported to SCYSA at the end of the tournament.
- **Rosters/Passes** – Team Rosters, Guest Player Rosters, Tournament Team Rosters, and Player Passes should be available at every match for review by referee.
- **15 Minute Rule** – Teams are asked to be at the field 15 minutes prior to game time to check in with the Field Marshall.
- **Opposite Sides** – As practical, players and spectators must remain on opposite sides of the field during games.
- **Club Linesman** – If required, both teams may be required to provide a Club Linesman.
- **Coach or Parent** – Each team must be represented on the field of play by a coach or parent during play.
- **Matches that Cannot Start on Time** – If the tournament or a field is running behind schedule, both teams should remain at the field ready to begin play immediately upon conclusion of the previous match.

## Division Structure

- **Divisions with 4 Teams** – Teams play each other once for a total of 3 games. Teams are ranked on points. The top 2 teams ranked by points will play the final.
- **Divisions with 5 Teams** – All teams play each other once for a total of 4 games. The Champion is determined on points after all games have been played.
- **Divisions with 6 Teams** – Teams are placed in two groups of three. Each team will play the teams in their group the first day. The top 4 teams based on points during group play will play in the semi-finals (1A vs 2B, 1B vs 2A). The semi-final winners will play in the finals. The 5<sup>th</sup> and 6<sup>th</sup> place teams after group play will play a consolation game the second day.
- **Divisions with 8 Teams** – Teams are placed into two groups of 4. Each team will play the teams in their group once for a total of 3 games. The first place team of each group, based on points, will play in the final.

## Standings and Scoring

1. **Point System for Preliminary Matches** - Win = 3 points, Tie = 1 points, Loss = 0 points
2. **Tie-Breaking for Preliminary Standings to Determine Advancement to Playoffs, if points do not determine standings, the following will apply in the sequence until standing is determined:**
  - a. Head-to-Head competition
  - b. Goal Differential – goal differential is measured per game with max. of 3 goal difference per game
  - c. Fewest # of goals allowed
  - d. Shutouts
  - e. Penalty kicks per FIFA guidelines
3. **Overtime for Semi-Final and Final Matches Ending in Ties**
  - a. A 5-minute rest will be given, while captains meet for coin toss to determine kick-off and goal.
  - b. Overtime games are “**Sudden Death**”, meaning the 1<sup>st</sup> goal scored wins the match. Two 5-minute Halves will be played; with the teams switching ends of the field after the first 5 minutes have been played.
  - c. If the teams are still tied, penalty kicks per FIFA guidelines will be taken as follows:
    - i. 5 alternating penalty kicks will be taken by each team, if still tied then . . .
    - ii. Single alternating penalty kicks will be taken until one team has scored the most goals after a given round.
    - iii. Only players on the field at the end of the 2<sup>nd</sup> half are eligible to participate in penalty kicks, any one of which can serve as goalkeeper for any kick. An injured keeper can be replaced with a player from the sidelines.

## Players Equipment

- **Safety** – In general, the referee will determine if a player's equipment is safe, except that (a) shin guards are mandatory for every player; (b) jewelry is not allowed; (c) metal cleats are allowed only if safe in the referee's discretion; and (d) metal knee braces and hard casts are allowed only at the referee's discretion and if safely covered.
- **Jerseys** – If, in the referee's judgment, jerseys are too similar in color, the Visiting Team will change jersey.

### **Substitutions**

- Unlimited substitutions, with the referees consent, are allowed.
- Substitutions are allowed for injured or yellow-carded players, with the other team allowed an equal number.

### **Misconduct, Cautions, and Ejections**

- Ejections – Ejected players (red cards) or ejected coaches are not allowed to participate in their team's next match. Severe behavior resulting in fighting may be ejected from the remainder of the tournament. All decisions will be from the Tournament Committee and Referee Assignor after review.
- Teams will forfeit a game in which an ineligible player or coach participates.

### **Inclement Weather**

Regardless of weather (except for lightning), teams should appear on the field ready to play as scheduled. Only the referee or the Tournament Committee is authorized to cancel or postpone a match, and will do so if the weather so dictates, especially if there is lightning in the area. Matches terminated after the first half has been played will be considered complete at the point of termination. If the game is canceled due to weather, best efforts will be made to rescheduled. If championship matches cannot be played, Champions will be determined on points to date.