



## COLORADO STORM Rock Cup - 2018



### **Team Eligibility:**

The Colorado Storm Rock Cup shall be open to all teams Papers-Official of properly registered youth players (as defined by the rules of the affiliated organization) in all age groups indicated on the tournament application form, provided the team is in good standing with its youth association.

It shall be the responsibility of each National and State Association to certify the eligibility of it's competing teams and to provide such teams with a certified copy of the roster, permission to travel, birth certificates and proof of insurance. Other Affiliates of US Soccer must provide the above plus copies of birth certificates at initial registration.

### **Player Eligibility:**

US Youth Soccer Players must be legally registered to US Youth Soccer through their respective State Association in accordance with US Youth Soccer registration requirements. All 7v7, 9v9, and 11v11 teams must have US Youth Soccer, or approved organization player passes, or the appropriate National Association pass to participate. Passes must be verified, photo attached, and laminated.

Players may NOT play for more than one team in the tournament.

### **Team Check-In:**

Tournament officials shall conduct all credential checks at team check in (registration) prior to the teams first game. All teams must provide the following

- Current laminated USYSA player card for the U9 to U12 age groups
- State League Roster or Club roster (2 copies)
- Medical Release (they will be returned to the team rep) - Guest player form (2 copies)
- Travel Papers-Official form from State Association or National Association providing permission to participate and certification of the team roster. (If traveling from outside of Region IV)

The following will need to be presented before each game at the field to the Referee:

Current laminated USYSA player card, or approved US Soccer Affiliated organization equivalent (i.e. US Club Soccer, AYSO), or the appropriate national organization pass to participate.

- State League Roster
- Guest Player Form

In no event will a player be allowed to participate who has not been certified by the Colorado Storm Spring Cup Tournament Credentials Committee.

A player who arrives late at the playing field after the pre-game credential checks may enter the game once the game official(s) verify the player is eligible and with the permission of the center referee.

## **Games and Maximum Roster Sizes**

The first team listed is considered the home team and will need to change uniforms if there is a color conflict.

**Both teams will be on the same side of the field**, spectators will be on the opposite side.

A maximum of three (3) coaches/staff members are allowed on the team bench side.

For (3v3) a maximum of seven (7) uniformed players are allowed.

For U6, U7, U8 (4x4) a maximum of nine (9) uniformed players are allowed.

A maximum of fifteen (15) uniformed players for U9, U10 (7v7) are allowed.

A maximum of sixteen (16) uniformed players for U11-U12 (9v9)

A maximum of eighteen (18) uniformed players for U11/12 (11v11) are allowed on the bench side.

All coaches/staff members and players must be registered with their home association and have a valid pass. It is the responsibility of the coach to make sure their spectators or fans are not on the team side of the field.

Coaches are responsible for the conduct of their team and supporters through the duration of the tournament.

## **Laws of the Game:**

All games shall be in accordance with the FIFA “Laws of the Game”, except as modified below.

### **The Ball**

\* □U5 - U8, size #3

\* □U9 - U12, size #4

### **Number of Players on the field**

\* □U5 (3v3) Three (3) per side NO GK

\* U6 - U8 (4v4) Four (4) per side NO GK

\* □U9 - U10 (7v7) Seven (7) per side 6v6 plus GK = 7

\* □U11-U12 (9v9) - Nine (9) per side 8v8 plus GK = 9

\* U11/U12 (11v11) Eleven (11) per side 10v10 plus GK = 11

### **The Goal Box (3v3/4v4 ONLY):**

There are NO goalkeepers in 3v3 or 4v4. There is NO ball contact allowed within the goal box, however, all players may pass through the goal box as long as they do not touch the ball while in the box. If the ball comes to a rest in the goal box, or on the goal box line, a goal kick is awarded regardless of who touched the ball last. Any part of the ball or player’s body on the line or inside the plane of the box is considered in the goal box and an extension of such. If a defensive player touches the ball after it has entered the goal box, the plane of the goal box, or an extension of the goal box (such as any part of the ball or player’s body on the line or inside the plane of the box), a goal will be awarded to the offensive team. If an offensive player touches the ball after it has entered the goal box, the plane of the goal box, or an extension of the goal box (such as any part of the ball or player’s body on the line or inside the plane of the box), a goal kick will be awarded to the defensive team, and a goal will not be counted if scored. The plane of the goal box extends upward infinitely. The referee’s judgment call and ruling on the field will not be overturned.

## **Substitution**

With the referee's permission, a team may substitute or re-substitute any number of players at the following stoppages:

- a. Prior to a throw-in, by either team.
- b. Prior to a goal-kick, by either team.
- c. After a goal, by either team.
- d. After an injury when the referee has stopped play, by either team.
- e. e. Between periods, by either team. With the referee's permission, a team may substitute for a cautioned player at the time of the caution.

## **Player's Equipment:**

- \*  All players must wear shin guards
- \*  Soccer cleats are the most common and are preferred footwear. No metal cleats may be worn. Tennis shoes are acceptable.
- \*  Home teams (listed first on the schedule) are to wear dark. Away teams (listed second on the schedule) are to wear white or a light color.
- \*  Socks MUST cover the shin guards completely.
- \*  Players may not wear any kind of metal or plastic hair restraint, hair beads, earrings, necklaces, bracelets, or other jewelry during games.

## **The Referee**

- Referees are required to submit a completed official USSF game report to the Site Director containing any information relating to any game incidents involving players/coach, spectator misconduct, or injuries.

## The Duration of all Matches

- \*  Under 5 (3v3) will play 4 x 6m periods (24m) game with 2 minute breaks.
- \* Under 6/7 (4v4) will play 4 x 8m periods (32m) game with 2 minutes breaks
- \*  Under 8 (4x4) will play 3 x 12m periods (36m) game with 2 minute breaks
- \* Under 8/9 (7v7) will play 2 x 20m halves with a 2 minute break
- \*  Under 11/12 (9v9) will play 2 x 25m halves with a 2 minute break
- \* Under 11/12 (11v11) will play 2 x 25m halves with a 2minute break.

**Playoffs: There are no overtime periods, incase of a tie, kicks from the mark will be done to determine the winner.**

### **Post Game Procedures:**

Manager/coach of both teams will insure their respective sideline areas are clean and that all trash is in a container.

The Referee will return all player passes and rosters to the coaches of the participating teams at the end of the match with the exception of any players or coaches sent off. A completed game report will be submitted to the tournament director complete with supplemental report for any send offs, injuries or special circumstances that need explanation.

## **Schedule:**

All teams are guaranteed at least three (3) games (weather permitting). Bracket size for each age group will determine format for semi-finals and finals where applicable. Single age brackets will be used where possible. The tournament committee will determine brackets.

4 team bracket – round robin with highest point team as champion

5 team bracket - round robin with highest point team as champion

6 team bracket – Two 3 team groups with semis and championship games

8 team bracket – Two 4 team groups with championship game

10 team bracket – Two 3 team groups and One 4 team group with semis and championship games

12 team bracket – Three 4 team groups with semis and championship games

16 team bracket – Four 4 team groups with semis and championship games

## **Determination of Group Winners:**

In group play, there will be no overtime games. Standings in a group will be determined by:

Game Points:

Win: 6 points

Tie: 1 points

Loss: 0 points

Goals: 1 point for a goal, maximum of three per game

Shutout: 1 point for shut out. Shut out point will NOT be given for a tie.

If a game ends in a 0-0 tie, it will be scored as 3 points for tie and NO shut out point.

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 (if all teams played each other)
2. Goal Differential
3. Goals For
4. Most Shut outs
5. FIFA penalty kicks

\* In case of three teams tied with same points, when one team is determined as 1<sup>st</sup> place team, the tie breaker for the remaining two (2) teams will start with Head to Head and so on.

## **Forfeits:**

A minimum of two (2) players constitutes a game for teams playing in a 4v4 division. A minimum of five (5) players constitutes a game for teams playing in an 7v7 division. A minimum of six (6) players constitutes a game for teams playing in 9v9 divisions. A minimum of seven (7) players constitutes a game for teams playing in 11v11 divisions. Games should start at the given start time. In case the team does not have seven (7)

players present, there will be a maximum of five (5) minutes grace period before awarding the game to the opponent. A forfeit will be scored 3-0.

### **Discipline:**

It shall be solely the team's responsibility to determine the status of its players. Any suspension from a tournament, local league, etc., is the responsibility of the team to notify the Tournament Director of this suspension at the time of the player's check in.

Red Card: Expulsion from current game and suspension for the next game. Committee reserves the right to impose a stricter penalty for fighting, foul language or any other major infraction. Any coach red carded will receive the player penalty for the same offense.

Yellow Card: Any player receiving 2 yellow cards in one game will sit out the remainder of the game and the next game.

### **Terminated Game:**

Games terminated for other than inclement weather, i.e., violent or uncontrollable situations will not be replayed.

The decision as to the score of such games and whether teams advance will be made by the Tournament Director after receiving reports from game officials. The decision of the Director will be final and is binding on all parties. Further disciplinary actions may be taken.

### **Protests:**

There will be **NO PROTESTS**. All disputes will be resolved immediately by Tournament Director. These decisions will be final.

### **External Conditions, Weather, Etc.:**

Regardless of weather conditions (unless for safety reasons), players and coaches must be on the field at the scheduled time, ready to play. The Tournament Director may reduce the length of matches due to weather conditions before the start of a match; all

such matches will be considered official. The Tournament Director may also reschedule (time and location) a match before it begins. Only referees or the Site Director can suspend a match already started due to weather conditions.

### **Awards:**

First and Second place medals will be presented at the conclusion of the final game or in the case of group play if a points winner is able to be determined and all other teams with remaining games will not be able to earn enough points to beat the team in 1<sup>st</sup> place.

### **General:**

The COLORADO STORM Rock Cup, the Tournament Committee, Colorado Youth Soccer and/or the host affiliate will not be responsible for any expense incurred by any team due to the cancellation in part or whole of this tournament.

The tournament committee's interpretation of the foregoing rules and regulation shall be final and reserves the right to decide on all tournament matters.

If there are not enough teams registered within a specific age bracket at the time of bracketing, the Tournament Director shall notify the participants as soon as possible and the participants given the option to play up (if room is available) or to receive a full refund.

The tournament committee has the responsibility to uphold any previous suspension imposed by Colorado Youth Soccer, US Youth Soccer and/or affiliates of US Soccer; Colorado Storm Rock Cup and/or Colorado Storm are not responsible for the behavior of players, coaches, and spectators off the field, or damages resulting from such behavior. Coaches and players committing breaches of the law may be ejected from the tournament at the discretion of the tournament committee.

**Any situation not covered in the above rules will be resolved by the tournament director or their designated representative.**

