

TOURNAMENT RULES for Vail Cup

Play will be governed by the FIFA Laws of the Game, except where amended by USYS (or US Club if applicable) Rules of Play, Colorado Soccer Association Rules of Play and/or the tournament Rules. These rules may be modified before tournament play. The final Tournament Rules will be published in the Tournament Program. A player may only play for one team during the tournament. Any ineligible player discovered will cause the team on which he played for to forfeit all games in which the player participated.

*Any rule not addressed shall be decided upon by the Tournament Director or designated person for the good of the game.

NUMBER OF GAMES

Each team will play a minimum of three games.

PROTESTS AND APPEALS

There are no protests or appeals.

ONLINE CHECK-IN

Online check-in is mandatory for all teams. Once online check-in is complete and the deadline has passed, event rosters will be locked. Teams will not be permitted to make any changes to the roster.

TEAMS, PLAYERS AND COACHES

All teams and players must be affiliated with the USYSA or a sanctioned affiliate. Players may be registered to only one team playing in the tournament. Player passes and roster may be checked prior to each match.

TEAM, PLAYERS, COACH CREDENTIALS

1. Teams must be registered and in good standing with their US Youth Soccer (USYS) or affiliated state/provincial association. A roster certified by your state association must be submitted before the tournament begins and by the check in due date.
2. Teams may have up to 5 (Five) guest players; guest player forms are required. Coach and player identification cards with pictures are to be present and available at all matches. Teams must comply with US Soccer affiliate travel procedures.
3. **A player can only play on one team during the tournament.**

4. Roster limits: U11-U12 (16)

U13-U14 (18)

U15-U19 (High School) (22) **

****ONLY 18 can be dressed and active on roster/ sideline during each game.**

5. All teams are required to carry written medical releases for each player from parents/guardians in case emergency medical care is necessary.

6. All teams must follow the applicable procedures of USYS for sanctioned tournaments.
7. Once a team has been accepted and the schedule has been posted there will be no refunds unless the team can be replaced by another team.

TRAVEL POLICY

Out of state teams must have a US Youth Soccer Permission to Travel form on file at your state association office (if applicable).

EQUIPMENT/UNIFORMS

Player equipment must conform to the IFAB Laws of the Game (Law 4)

1. Shin guards are mandatory. All players must wear shin guards covered by socks and the referee has the right to request players to put on shin guards that are sized properly.
2. Teams must have matching uniforms and each player should have a unique (no duplicates) number on the back of the jersey. The goalkeeper must have a different color, preferably not black.
3. Uniforms: If both teams are wearing similar-colored jerseys, the home team shall wear dark jerseys and the visiting team shall wear light-colored jerseys. If the visiting team does not have a light-colored jersey, then they should wear an alternate dark color that does not conflict with the home team's jersey. Either team's goalkeeper shall change jerseys as the referee directs regardless of the home/visitor status.

4. NO JEWELRY - one warning policy!

Earrings must be removed, with no exceptions, as well as any other wristwear or jewelry.

Taping of earrings is prohibited.

More than one request to remove jewelry may result in a caution (yellow card)

Referees will request a player to fix or remove any dangerous equipment. Any player asked to remove or correct dangerous equipment will NOT be allowed to participate in the game until corrected to the satisfaction of the referee. If the player is asked multiple times, they may be issued a caution (yellow card).

5. Splints, casts, and braces that are dangerous and/or have been sufficiently padded/protected with suitable soft material may be worn as approved by the referee.
6. Video cameras (Veo, Huddle, etc.,) Recording devices must be placed on the spectators' side with the feet or base no closer than 4 yards to the touchline.
7. Drones, horns, whistles, large megaphones, or artificial noise makers are prohibited.

SUBSTITUTIONS

For all age groups, substitutions are unlimited and may occur at any stoppage WITH the permission of the referee. All subs need to enter and exit from the halfway line on the bench area.

PREGAME CHECK IN PROCEDURE

The Field Marshal will provide a game card with the event approved roster to the referee prior to each game. This is the only roster that will be used for player check in. A player not showing on the event approved roster will **NOT** be permitted to play. Coaches must verify the accuracy of the event roster prior to the event.

GAME LENGTH

U11 & U19 (all games) Two 30 min. halves. Group play games are considered complete with a tie at the end of regulation play. **Semi-finals and finals only will go directly to PK's if tied at the end of regulation play**

POINT SYSTEM AND BRACKET WINNERS

Bracket winners will be determined by the following point system:

Win ----- 6 (six) points

Loss ----- 0 (zero) points

Tie ----- 3 (three) points

Additional: 1 point for each goal scored, to a maximum of 3 (three) goals

Games that are forfeited will be counted as a 1-0 win

AWARDS

U11 – U19 (if applicable) team player awards will be given to the players on the teams finishing first and second.

DIVISION STRUCTURE

4 teams – Each team will play the other three teams in the group. #1 will play #2 in the Final.

6 teams – Two groups of three. On Saturday, each team will play the other two teams in their group. On Sunday the two third place teams will play in the Consolation. Bracket A#1 will play Bracket B#2 and Bracket A#2 will play Bracket B#1 in the Semi-Finals. The winner of the Semi-Finals will play in the Final.

7 teams – 2 groups (Group A-4 teams & Group B-3 teams). Each team will play through group play (4 team bracket - 3 group games, 3 team bracket - 2 group games). Upon completion of group play for each division: 1st place teams from each group advance to finals, 2nd place

teams from each group play consolation (giving group B team 3rd game), 3rd place teams from each group play consolation (giving group B team 3rd game), 4th place of Group A done after group play

8 teams - 2 groups of 4. Teams will play 3 group play games within their group. The first place team based on points in each group will advance to the Final.

TIEBREAKERS

If at the conclusion of bracket play, two or more teams have the same point total, advancement to the semifinals will be determined using the following tiebreakers in the order listed until a team is eliminated. If more than 2 teams are tied, proceed to step 2.

1. Head to Head (disregard if more than 2 teams are tied)
2. Goal Differential (Total Goals Scored minus total Goals Conceded. Max of +4 or -4 goal difference for each game)
3. Goals For (max of 4 per game)
4. Goals Against
5. Most Wins
6. Most Shutouts
7. Penalty Shootout

SEMI FINAL GAMES - FINAL GAMES

If the score is tied at the end of regulation time, **the game will go straight to penalty kicks.**

SHOOT-OUTS (PENALTY KICKS) Kicks from the Penalty Mark to determine the winner of a match semi and finals only will be run in accordance with the FIFA Laws of the Game. The referee chooses the goal at which the kicks will be taken. The referee tosses a coin and the team whose captain wins the toss will choose if they want to go first or second. Both teams take five kicks; kicks are taken alternately by the teams.

If before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken. If after five kicks the score is tied, kicks continue until one team has scored a goal more than the other (sudden death) from the same number of kicks.

Only the players on the field at the end of the match are allowed to take kicks. A different player must take each kick and all eligible players must take a kick before any player can take a second kick. If the player is under suspension, they may NOT participate in the kicks.

RED CARDS

The player(s) receiving the Red Card and the Coach must report to Tournament Headquarters immediately following the game. The Player will be suspended for a minimum of one (1) game. The suspension may be increased depending on the severity of the incident. If a Red Card is received in the Final Match, the player will have to serve suspension in the following year's event.

REFEREE ABUSE

Zero Tolerance: This tournament adopts and enforces the U.S. Soccer Referee Abuse Prevention (RAP) Policy (Policy 531-9) with a zero-tolerance approach to any form of referee abuse, including verbal, physical, or social media-related incidents.

Scope: This policy applies to all coaches, team officials, players, parents, spectators, and other individuals associated with participating teams. It is in effect from the moment a referee arrives at the venue until they depart.

Enforcement: All disciplinary actions will align with U.S.Soccer's standardized penalty matrix.

Referee abuse will not be tolerated during the tournament. The player, coach or fan can/will be removed from the soccer complex and will not be allowed to return. Referee abuse by the player, coach or fan will be reported to their Home State Association within 48 hours of the end of games for further disciplinary action.

ALL participants and spectators are expected to uphold the "Respect the Call" initiative.

Players: Respect the referee's decisions, whether you agree with them or not. Focus on playing the game.

Coaches and Team officials: Set a positive example for your players and fans. The coach is responsible for the behavior of their team, parents and spectators. Do not confront or criticize officials.

Parents and Spectators: Create a positive and supportive environment for all players and officials. Cheer for your team, not against the referee.

Reporting: Referees, coaches and spectators are encouraged to report any incidents of abuse or misconduct to tournament officials.

TEAM DISCIPLINE

A coach is responsible for the words and actions of his players and their fans. Verbal abuse of the opponents or referees by players, coaches or spectators will not be tolerated. Violations may result in forfeiture of the game and/or expulsion from the tournament.

REFEREES

Payments to referees, site coordinators and assignors should be within 10 business days after the tournament ends.

At a minimum, snacks, water, restroom facilities should be available for the referees and the staffing/ assigning schedule should accommodate those needs.

INCLEMENT WEATHER OR OTHER UNCONTROLLABLE CIRCUMSTANCES

Teams will be expected to play according to the schedule of games regardless of weather. Only the Tournament Director(s) may reschedule games or alter the competitive format because of inclement weather or other just cause.

Games shall be considered complete if one half has been completed and play is stopped by the Field Representative or Referee, Commissioner of Referees or the Tournament Director(s).

In the event unusual conditions necessitate re-scheduling, suspension, or cancellation of games, the Tournament Director shall have the authority to make any changes to best serve the interest of the tournament as a whole, realizing the need to determine champions in each bracket by a certain time period. When necessitated by playing conditions or just cause, the game format may be altered to include shortening of games, penalty kicks or coin tosses.

If a game is suspended or postponed (by the Center Referee or Tournament Director), a coach or manager from each team shall be responsible for communicating with the Tournament Director in the event that the remainder of the game can be re-scheduled. If a coach or manager of one of the two teams fails to contact the Director the game will be scored a forfeit in favor of the other team. If both coaches or managers fail to contact the Director, the score will stand as it was when the game was suspended.

MISCELLANEOUS

The Tournament Committee (TC) and/or Vail Valley Soccer Club shall not be liable for expenses incurred by any team or club if the tournament is cancelled, postponed, or suspended in whole or in part due to reasons beyond the TC's control. No refunds will be issued. The TC's interpretation of the rules will be final.