

TOURNAMENT RULES for Vail Cup

RULES OF PLAY

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.

TEAM, PLAYERS, COACH CREDENTIALS

1. Players must be registered to the team making the application. Teams must be registered and in good standing with their US Youth Soccer (USYS) or affiliated state/provincial association.
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. A roster certified by your state association must be submitted before the tournament begins and by the check in due date.
4. Roster size 7v7 (12), 9v9 (16), 11v11 (18) For U13 - U14

** (22) U15-U19; High School Only - *ONLY 18 can be dressed on sideline and active on roster/ sideline during each game.

5. All teams are also 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. If a team has been accepted and the schedule has not been posted a refund will only be given if a replacement team can be found.

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

1. Shin guards are mandatory. All players must wear shin guards 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. 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. All player equipment is subject to referee approval.

5. 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.
6. Drones, horns, whistles, large megaphones, or artificial noise makers are prohibited.

PLAYING CONDITIONS

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). When necessitated by playing conditions or just cause, the game format may be altered to include shortening of games, penalty kicks or coin tosses.

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

Managers/Coaches will provide official rosters on line during check in. (Field Marshal) will provide a copy of the already approved roster to referee prior to each game. Only the approved roster can be accepted. Electronic copies will not be accepted on site.

GAME LENGTH (if applicable)

U11 & U19 (9v9/11v11) Two 30 min. halves. **(Directly to PK's if tied - semi-finals and finals only)**

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

REFEREE:

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.

AWARDS

U10 – U19 (if applicable) team player awards will be given to the players on the teams finishing first and second.

DIVISION STRUCTURE

3 teams – Each team will play the other two teams in the group. On Sunday, #2 will play #3 in the SemiFinals. The winner of the Semi-Final will play #1 in the Final.

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

5 teams – Each Team will play two games in group play then teams ranked 4 and 5 will play a consolation game, team in first play after two game group play gets a bye to the finals and teams ranked 2 and 3 play a semi finals to determine which of those two teams play 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 – One group of 3 and one group of 4. Both brackets will play two games in group play on Saturday. On Sunday, Semi Finals: Semi final A - A#1 vs B#2 and Semi final B - A#2 vs B#1. Winners of semi final A and Semi final B go to the final. Consolation rounds: Consolation A - A#4 vs B#3 and Consolation B - A#3 vs Loser of semi final game A.

8 teams – Two groups of four. Each team will play the other three teams in their group. Bracket A#1 will play Bracket B#1 in 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 following the game. Player will be suspended for a minimum of 1 game. The suspension may be increased depending on the severity of the incident. If a Red Card is received in Final Match, the player will have to serve suspension in the following year's event.

REFEREE ABUSE

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

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.

GAME ROSTER

After online check-in/registration, teams may not alter their rosters or make additions/subtractions at any time.

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.

A red carded player and his/her coach must report to tournament headquarters immediately after the game in which the card was given to determine the player's status for subsequent games as outlined above.

