



TSP LIBERTY CUP

RULES

All games will be played under FIFA rules with US Club adjustments for youth competition with the following additions and clarifications:

Registration:

- Laminated or electronic US Club Soccer or USYSA player cards will be required of all players as proof of age and must be available for inspection at initial check-in and at each game.
- After the start of the FIRST bracket game, all team rosters are frozen, and players cannot play on more than one team per age group throughout the tournament.

Rosters:

- 11v11 Teams may register a maximum of 22 players
- 9v9 Teams may register a maximum of 16 players
- 7v7 Team may register a maximum of 12 players
- A team may use an unlimited number of guest players, but any team utilizing guest players is still limited to the maximum roster size as set above.

Game Format:

- Each team will play a minimum of 3 games. Preliminary games can end in a tie.
- Final games ending in a tie after regulation will proceed immediately to kicks from the penalty mark.
- The following format will be followed based on the number of teams in a flight:
 - 4 teams total – 1st and 2nd place finishers play in the finals.
 - 5 teams total – each team will play 4 games; there is no final; champion and finalist will be awarded based on total points after all games have been played.
 - 6 teams total – top 2 teams based on points between the 2 brackets play in the finals.
 - 8 teams total – top place finishers in each group play in the finals.

Duration of Games (by halves) and ball size are as follow

Birth year	Age Group	Preliminary (min/half)	Final (min/half)	Field Size	Ball Size
2007/2008	u18/u19	30	30	11v11	5
2009	u17	30	30	11v11	5
2010	u16	30	30	11v11	5
2011	u15	30	30	11v11	5
2012	u14	30	30	11v11	5
2013	u13	30	30	11v11	5
2014	u12	25	25	9v9	4
2015	u11	25	25	9v9	4
2016	u10	20	25	7v7	4
2017	u9	20	25	7v7	4
2018/2019	u8/u7	20	25	7v7	4

Preliminary games will be terminated not less than five (5) minutes prior to the scheduled start of the next game regardless of the amount of time played in each half up to that point. A game is “complete” upon completion of one half of play regardless of the circumstances of termination during the second half, with results based on the score at termination. A preliminary game can end in a tie.

Half-time:

Half-time will be exactly five (5) minutes.

Point System:

The following point system will be used to determine 1st in each group and the wildcard selection during preliminary rounds:

Tournament Points System:

3 Points For each Win

1 Point For each tie

0 Point For each Loss

A forfeit will result in a 3-0 loss for the forfeiting team

Injury:

Delays of the game due to injury will result in appropriate time being added to the full game time, based on the judgment of the referee. However, all preliminary games will be terminated not less than five (5) minutes prior to the scheduled start of the next game.

Tie Breakers:

1. Best goal differential in overall competition
2. Most goals for
3. Least goals against
4. The winner in head-to-head competition
5. Most total wins
6. Most shutouts
7. If a tie still exists after steps 1 through 6, a coin toss will be made with two tournament officials present the result of which will then be communicated to each team manager.

In the event three or more teams are tied in points at the end of bracket play or in the determination of a wild card team, the tournament will look to eliminate or advance teams based on applying criteria 2 through 6 above until the team(s) are advanced or eliminated. After applying each tie-breaking criteria, the tournament will attempt to fill the spot(s) available from the remaining teams. If a tie prevents all spots from being filled, the teams who qualify will be advanced, the teams not involved in the tie for the remaining spots will not be advanced, and the teams tied for the remaining spots will be evaluated under the next criteria on the list. If there is still a tie between two teams for an advancing spot AFTER the three way is broken - Best goal differential in overall competition will be the first tie breaker.

Once the first team has been advanced, should the two teams tied in points for a further advancing spot still be tied - Best goal differential in overall competition would be the deciding factor.

In the event that all tie-breaking procedures have left three or more teams tied, team names will be randomly selected by draw by at least two tournament officials present, the result of which will then be communicated to each team manager.

Championship games ending in a tie, after regulation time, will go immediately to FIFA kicks from the penalty mark to determine the winner.

Small Sided Game Rules

1. There will be no heading in any 7v7 or 9v9 games with the exception of 2014 birth year.
2. There will be no punting in any 7v7 games. Any ball punted will result in an indirect free kick for the opposing team at the corner of the box closest to the infringement.
3. Goal kicks ARE allowed.
4. Offside will be called in 7v7 games if players are past the build out line in the attacking half.
5. Any goal scored directly from a 7v7 kick-off will not count.
6. The build out line will be implemented for goal kicks and goalie possession in 7v7 games.
 - Defending team must stay beyond the build out line until the goal kick is taken or the goal puts the ball back in play.

Forfeits/Byes:

- All teams who forfeit will have the game(s) scored as a 0-3 loss.
- The winner will be awarded 3 points. If, at the discretion of the Tournament Director, a forfeit provides an unfair advantage, the Tournament Director may make an adjustment in the bracket.
- Teams forfeiting one game, forfeit all games.
- Teams will forfeit for any of the following reasons:
 - Teams fail to check in at the required location, ready to play fifteen minutes before the scheduled kick off time.
 - Teams fail to produce laminated player passes and/or a coach's pass.
 - Teams fail to report to the field with the minimum number of players required to start the game (4 for 7v7, 6 for 9v9, and 7 for 11v11).
 - Coach is ejected and fails to leave the field when directed to do so.
 - Coach is ejected and there is no other coach or administrator with a coach's pass available.
 - Game is suspended due to the misconduct of players, coaches, administrators, parents or spectators.
 - There will be no refunds to teams who forfeit their own games.

Game Day:

- Teams must be in uniform and be prepared to conduct safety check with the referee at least 15 minutes prior to the game.
- No coin flip at the start of any game.
 - Home team chooses the side (bench) and kicks off the first half.
 - Away team chooses which end they want to attack to start the first half.
 - Away team take the second half kickoff and teams will switch attacking ends.
 - Referees receive and maintain the game cards for all games. The game cards are to stay at the field and/or field marshal tent.
- Referees are responsible for reporting scores to Field Marshal.
- A coach within the same club may replace the head coach for all or some of any game. A manager (with administrator card) may also stand in as a coach on the sideline.
- Home team is responsible for an alternate color jersey if the referee determines there is a color conflict.

Safety of the Game:

- Referees have the final say on the determination of safety and suitability of each player's equipment, including the wearing of a hard brace and/or hard cast. Shin guards are mandatory for all players.
- After the start of a match the referee will decide whether playing conditions are safe.
- All Teams U11 (2015) and younger shall not head the ball. Heading inside the box will result in an indirect free kick at the corner at the top of 18 closest to the infraction. If heading occurs outside the box, an indirect free kick is awarded at the spot of the infraction.

Concussion Protocol:

Any player showing signs or symptoms characteristic of concussion will be removed from participation/competition. If an athlete who is 17 years of age or younger has been removed from athletic activity due to a suspected concussion, the Tournament will notify a parent or guardian of that athlete of the time and date of the injury, the symptoms observed, and any treatment provided to that athlete for the injury.

Players Equipment:

The referee has the final determination as to the safety of each player's equipment. All players are required to use shin guards. No rings, chains, watches, or metal objects may be worn

Home Team Responsibilities:

- The Home Team will be the team which appears first on the game schedule.
- The Home Team will provide 3 game balls. The game balls are subject to referee approval.
- The Home Team will be required to switch to an alternate jersey to accommodate a color conflict as declared by the referee.
- If the Home Team cannot supply an alternate jersey, the Home Team will forfeit the game.
- The Home Team will have the selection of the side of the field from which they wish to play.

Substitutions:

Substitutions are unlimited; however, teams may substitute only with the referee's permission and per US Club rules.

Cautions and Ejections:

- A player or coach receiving two Cautions (yellow cards) in a single game is considered to have been given an Ejection (red card). Any players or coaches that have been ejected will result in a one-point deduction from the teams point total.
- A player who has been ejected (sent off) will not be replaced.
- A player or coach who has been ejected will not return for that game and must leave the field of play and will not be allowed to participate in the next scheduled game.
- A player or coach who is ejected for violent conduct or serious foul play will not be allowed to participate in the minimum of the next two scheduled games.
- Any player or coach who assaults a referee will be expelled from the Tournament and the case will be escalated to US Club.
- A team will be disqualified from the Tournament if any player or coach fails to comply with the provisions of this section.
- Cards for ejected players or coaches will be available at the Main Tournament HQ TEND after they have satisfied their penalty.
- Player cards will be collected for a second yellow card resulting in a red card or a straight red card. Player cards will be returned after the suspension is served.

Protests/Disputes:

No protests will be allowed, and all games will be considered final. The Tournament Director will resolve any situation not explicitly covered by the rules. Disputes relating to the interpretation of these rules will be resolved with the Field Marshal and Administrators/Coaches that are registered with the involved team(s). Individuals may not represent a team if not registered as an Administrator/Coach with the involved team(s)

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- Individuals may not represent a team if not registered as an Administrator/Coach with the involved team(s).

Field Safety/Inclement Weather:

- The Referee or Tournament Director will determine if a field is safe for play. Teams are expected to show up for scheduled games times unless notified by a Tournament Official.
- Rain or other weather conditions will not delay play unless the Referee determines the fields are unsafe.
- If necessary, games may be shortened, go directly to FIFA Penalty Kicks or be canceled. If a game is terminated due to problems associated with the fields, including lighting for a night game, the team in the lead at the time of stoppage wins.
- If a Quarter or Semi-Final match cannot be played, FIFA penalty kicks will determine the winner. If the Final game cannot be played, the teams will be co-champions

Refund Policy:

A refund will not be given after the registration deadline passes. Partial refunds may be given upon approval of the Tournament Director ONLY for the following reasons:

In the event of tournament cancellation or games missed due to factors beyond our control the following closing and or refund procedures for TSP will apply.

- Partial refund policy
 - One game canceled = 1/3 of total registration fee
 - Two games canceled = 2/3 of total registration fee
 - Three games played = No refund

Transaction fees will not be included in the refund amount.

Refunds for the following reasons will NOT BE GRANTED:

- Five team brackets – We guarantee three bracket games. We do not guarantee four games. If there is a cancelled game in a five-team bracket, there will be no refund granted once three games are played.

- Flight placement – We do our best to place teams based on many factors. None of us can control the exact teams and level of skill who will register. Refunds for flight/skill disparity will not be granted.
- Coaching conflicts – We do our best to accommodate conflicts as best as we can, however, we will not be able to accommodate everything and everyone. Refund requests for coaching conflicts will not be granted.

Refunds will be processed back to the original payment method used to process registration.

CONDUCT:

All players, coaches and spectators will be expected to demonstrate good sportsmanlike conduct. Coaches have total responsibility for the conduct of their players, substitutes, friends and spectators at all times. All Spectators should mirror their team on the sideline opposite of them. Inappropriate conduct by your team's spectators can jeopardize your coach and/or team. If a referee terminates a game due to misconduct of players or spectators, the offending team will forfeit. The offending player, spectator or team may be banned from further participation in the tournament.

At no time is there to be any alcoholic beverages at the tournament sites.

No BBQ or cooking at the facility

Pets are not allowed on any of the fields and facility.

This is a smoke-free environment; no smoking is allowed at any of the fields.

After each game, please pick up the trash on your sideline and place it in one of the provided receptacles.

Please help us keep the games on time by immediately collecting your things and clearing your sideline after your game. This will allow the next team to move into position and prepare for the start of their game.

Field Map

