



1925 NE Stucki Ave
Suite 130
Hillsboro, OR 97006
P 503.439.8364
www.fcportland.org



FC PORTLAND

YOUTH ACADEMY CUP

FC Portland Youth Academy Cup (U10/U9) Tournament Rules. (2019)

FIFA Laws of the Game, including any 2019/2020 changes apply as supplemented by the following rules of the competition.

More info can be found here; <http://www.theifab.com/home>

Duration and Game Balls

All rounds will have two 25-minute halves. Half –time interval is 5 minutes, subject to reduction by the referee to keep the tournament on schedule. No overtime periods except for finals. Kicks from the mark will be used for finals that end in a tie. U10/U9 size 4 balls. Nike game balls will be provided by the tournament.

Technical Area

Only coaches, managers, players, substitutes, game officials and tournament staff are allowed in a team's technical or "bench" area. All spectators must position themselves on the opposite side of the field, at least two yards behind the touchline, and at least 18 yards from the goal lines. The tournament director may require spectators to relocate to avoid interference with play or with game officials.



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Substitutions

An unlimited number of substitutions and re-entries are allowed at any stoppage with the consent of the referee.

Restarts

All restarts on the sidelines will be done with a throw in at the spot the ball went out of bounds

Slide Tackling and Sliding

Slide-Tackling is NOT allowed.

For the purpose of this rule, slide-tackling is defined as: going to ground to make a play on the ball that engages a player currently in possession of the ball, or that results in contact with another player. (b) Sliding is allowed.

For the purpose of this rule, sliding is defined as: going to ground to make a play on the ball that does not engage a player currently in possession of the ball, and that does not make contact with another player.

Heading the ball

A player may not use his/her head to play the ball.

The infraction consists in intentionally playing the ball with the head. If the referee determines that the ball struck a player in the head when the player is not trying to play the ball, the referee will allow play to continue.

1. The penalty for playing the ball using the head is an indirect free kick at the spot of the infraction.
2. If the infraction is committed within the goal area, the indirect free kick will be taken from the goal area line parallel to the end line at the nearest point to where the infraction occurred.



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Build out line

The build out line is a line parallel to the end line located half way between the penalty area line and the center line.

When the goalkeeper takes possession of the ball in his/her hands, the opposing team must retreat behind the build out line and remain there until the goalkeeper puts the ball into play by throwing or passing the ball.

Goal Kicks

All players on the defending team (team not taking the goal kick) must be behind the build out line when the opposing team takes the goal kick.

If a defending player is nearer to the opponent's goal than the build out line when the goal kick is taken, the goal kick will be retaken.

Offside

A player may only be penalized for an offside infraction when the player is nearer the opponents' goal line than the build out line.

No Goalkeeper Punts

A goalkeeper who has taken possession of the ball in his/her hands may not put the ball in play by punting or drop kicking the ball. If a goalkeeper punts or drop kicks the ball, the opposing team is awarded an indirect free kick from the edge of the penalty area nearest to where the goalkeeper took the kick. Goalkeepers must still abide by the "six-second rule" governing the timely distribution of the ball. Outfield players are not permitted to challenge the goalkeeper in any manner while he or she is in the confines of their penalty area attempting to distribute the ball to a teammate, either via a kick from the ground or distributing via a roll and throw.

Throw-in infractions

If a player commits an infraction during a throw-in, they will be allowed to one redo.



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Tournament Headquarters

The tournament headquarters will be located at Liberty High School. Contact the tournament director Michael Jamieson; Michael.jamieson@fcportland.org with any questions.

Liberty High School Address – 21945 NW Wagon Way Hillsboro OR 97124.

Credentials

Teams will also be able to check in one (1) hour before their first game. The team representative must present the credentials of the team to the tournament director/coordinator for approval.

Credentials consist of:

1. All teams must have a roster that is approved by your club's registrar or state office or valid (none expired) USYS Player cards
2. Medical release forms for each player.

Player Age and Eligibility Rosters

This tournament is for U10/U9 players only (born in 2010/2011). Roster changes cannot be made following check-in. Two guest players may be used to complete a roster of 15 players. Each guest player must have a valid USYS player pass and be age appropriate.

Teams

Each team must have two sets of jerseys. The team listed first on the tournament schedule is designated as the home team and must change in the event of color conflict. The home team should wear dark colored uniforms, while the away team should wear light color uniforms. No player may play while bleeding or while having any blood on the uniform.

The tournament director will designate which side of the field will be for the teams and which side of the field will be for the spectators.



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Minimum Number of Players

The minimum number of players for a team required to start a match is five (5). Any team that is not ready to start with the minimum number of players within 10 minutes following game time will forfeit the game with a score of 3-0 to the opposition.

Tournament Format and Results and Standings

Each team will play 3 games within their group. Only the top team in each group will advance to the finals. The tournament will use a standard FIFA point system – 3 points for a win, 1 point for a tie and 0 points for a loss.

One point will be deducted from teams total for each red card (ejection) issued during each game. Any player or coach/manager receiving 2 red cards in the tournament will not be able to participate in the remaining games of the tournament.

If 2 teams are tied in points at the end of preliminary round, the team which advances will be determined by

1. Goal differential (maximum of +4 or -4 per game)
2. Result of the head to head match
3. Goal differential (maximum of +4 or -4 per game)
4. Goals allowed (maximum of +4 or -4 per game)
5. Goals scored (maximum of +4 or -4 per game)
6. Most shutouts
7. Toss of a coin will determine tie breaker

Awards

The champion of each division will be awarded a trophy.

Responsibilities of Coaches

Coaching is permitted from the technical area by one of the persons who have been identified on the roster as coach. Coaching means giving directions to his/her players on points of strategy and position in an informative tone of voice. No mechanical or electronic devices may be used.

Dissent (by word or action), offensive, insulting or abusive language, or other threatening or insulting words or gestures by a coach, player or spectator directed



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toward another player, opponent, game official, or spectator will not be tolerated under any circumstances.

The coach is responsible for the misconduct of the team's coaches, managers, players and spectators whether or not the coach has participated in or encouraged the misconduct.

Misconduct

In general, two yellow cards accumulated by a player in one game will equal a suspension from that game and the next scheduled game. Three yellow cards accumulated by a player throughout the tournament equals a suspension from the next scheduled game. One red card in any game will result in the player being suspended from the remainder of that game plus the next scheduled game of the tournament, and possibly more depending on the severity of the infraction.

WARNING...The minimum punishment for a player who is sent off and for a coach who is cautioned or ejected is suspension for one game after the game in which the misconduct occurs. A player who is sent off because of serious foul play may be disqualified from all further play during the tournament/competition. Any player, coach, or manager who is sent off or ejected because of violent conduct will be disqualified from all further play in the tournament/competition. A player, coach, or spectator who assaults or threatens a game official is subject to more severe penalties.

A coach who is ejected from a game must leave the premises immediately and without dissent. Failure to do so may result in additional punishment for the coach and/or team. A coach who is ejected from a game will be suspended from other tournament matches. Another coach or manager may then coach the team for the remainder of the game, but if no such person is available the game will be terminated and the team will forfeit the game with a score of 3-0 to the opposition.

The team of a player, coach, or manager who is sent off for serious foul play, violent conduct, or offensive, abusive, threatening or insulting words or actions may be further punished by the loss of points in the preliminary round or by forfeiture of a semi- final or final game.

Protests and Appeals

The Laws state that the decision of the referee on points of fact is final as far as the outcome of the game is concerned. No protests or appeals will be heard.



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Miscellaneous

All decisions of the tournament committee are final and may not be appealed.

Once a team has been accepted, there will be no refunds.

The tournament committee reserves the right to suspend and reschedule games and to alter the duration of games because of the failure to pre-supposed conditions such as weather, fields etc.

An athletic trainer will not be present during the tournament.

NOTE: These rules are subject to change prior to the start of the tournament.

ALCOHOLIC BEVERAGES AND TOBACCO PRODUCTS ARE PROHIBITED. NO DOGS, EVEN ON LEASH, WILL BE PERMITTED ON SCHOOL GROUNDS.

Supplemental Information on Fouls and Misconduct

The referee is required to refrain from punishing breaches of the Laws that are doubtful, trifling, or when punishment would result in an advantage to the offending team

Most casual spectators do not know that “hand ball” is defined by Law XII as deliberately carrying, striking, or propelling the ball with the hand or arm.

A player is supposed to be whistled for being in an offside position only if he/she is actively involved in play at the time the ball is played or passed by a teammate.

Direct free-kick fouls (fouls which are awarded with a direct free kick) include (a) spitting, holding, when tackling making contact with the opponent before making contact with the ball, and deliberately handling the ball, and (b) kicking, tripping, jumping, charging or pushing carelessly, recklessly or with disproportionate force.

Indirect free-kick fouls include impeding, dangerous play, charging the goal keeper, and certain actions by the goal keeper, and certain actions by the goal keeper such as handling the ball after it has been deliberately passed from the foot of a teammate or thrown in by a teammate, and wasting tactics.



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A player will be cautioned for unsporting behavior, dissent, entering or leaving the field without the permission of the referee, and persistent infringement of the laws. A player will be sent off for serious foul play, violent conduct, offensive, insulting or abusive language, or committing a second cautionable offense.

Concussions

Any athlete suspected of suffering a concussion should be removed from the game immediately. No athlete may return to activity after an apparent head injury or concussion, regardless of how mild it may seem or how quickly symptoms clear, without medical clearance. Close observation of the athlete should continue for several hours.