

# OMAHA UNITED SPRING CUP 2024



## TOURNAMENT RULES

Play will be governed by the FIFA and Nebraska State Soccer Laws of the game, except whereby USYSA Rules of Play and/or the Omaha United Spring Cup 2024 Tournament Rules. These rules may be modified prior to the beginning of the tournament. The final Tournament Rules will be published in the Tournament program Player passes and roster will be checked prior to each game.

### **REGISTRATION**

All players must be currently registered with their respective US Youth Soccer State Association or other approved association. All US Youth Soccer Affiliated member teams from outside the State of Nebraska must have an approved "Application for Travel" form.

### **TEAM ROSTERS:**

U7 & U8 (5 v 5) includes a goalkeeper 10 players on roster

U9 & U10 (7 v 7) 14 player roster

U11 & U12 (9 v 9) 18 player roster

U13 to U19 (11 v 11) 22 players (18 eligible to play in each game)

- A player can only play for one team in the tournament.
- Any team with more than 18 players will be required to submit a game roster identifying the eligible players for each individual game.
- A maximum of four (4) guest players will be allowed.
- A certified state roster must be submitted to the Tournament prior to the opening game of the tournament.
- Approved Guest Player Forms must accompany the roster for all guest players.
- No changes to the roster will be permitted once play has been initiated in the first game.

### **Proof of Age**

All players and coaches must have current ID cards. The card must contain a current photo of the coach or player, and must be laminated. Teams are allowed a maximum of four coaches. If teams fail to present their passes prior to the game, the game will be started, however, if the team cannot present their passes by half time, the game will be declared a forfeit and terminated at that time. All teams must have a representative who is carded present throughout all games. Coaches who are carded through that club are eligible to coach, but must present their coaches pass in order to do.

### **EQUIPMENT/UNIFORM**

Each player shall wear an official uniform. Each team's jersey must be all the same color, and they must be numbered. The goalkeeper is not required to number on his/her jersey.

- HOME TEAM The home team shall be always wear a light jersey. (White color prefer)
- AWAY TEAM should be always wear a dark color jersey. In case of a conflict the away team should change their jersey. The team listed second in the schedule shall be the away team.
- Shin-guards are required for all players.
- Players are allowed to wear approved headgear as long as the referee does not have reason to believe it is dangerous to the player or other players.
- Casts must be completely covered with at least two (2) inches of foam padding and totally wrapped with an elastic bandage. The referee will be responsible for determining that the cast is not a danger to any other players.
- In the interest of safety, any player sustaining an open wound MUST be removed from the field of play immediately. The player may be substituted at this time. Such players are not allowed to return to the field until any wounds are treated, bandaged, and all blood is removed from their uniforms

### **CREDENTIALS / TEAM CHECK-IN<sup>1</sup>**

All teams must have official certified rosters and ID cards issued by an organizational member of the US Soccer Federation (e.g. State Association, US Club, AYSO, USSSA, etc.) along with medical release forms approved by the Tournament staff at the team check-in, which will be held on the evening prior to the beginning of the tournament.<sup>2</sup> All teams must complete the tournament check-in procedures prior to the first game. Laminated cards (with stickers attached) must be presented for all players and coaches to one of the game officials before each game. A team representative is responsible for ensuring that the team cards are reclaimed at the end of each game.

### **DURATION OF THE GAME**

The length of games for each age group shall be as follows:

- U7 & U8 (Two 20-minute halves) – No Championship Game
- U9 & U10 (Two 25-minute halves)
- U11 & 12 (Two 25-minute halves)
- U13-14 (Two 30-minute halves)
- U15-19 (Two 35-minute halves)

- Halftime periods shall be a maximum of five (5) minutes

### **BRACKETING**

Be sure you understand the bracketing technique that applies to your team. We will welcome your comments at the conclusion of the tournament.

- **3-Team Brackets:** Each team plays each other two times. Highest point team wins championship.
- **4-Team Brackets:** Each team plays round robin with each of the teams in the bracket. Top two teams bracket play for championship.
- **5-Team Brackets:** Each team plays round robin with each of the other teams in the bracket. Top two teams advance
- **6-Team Brackets (two three-team brackets):** Each team will play three games including one crossover. Top team of each bracket play for championship.
- **8-Team Brackets (two four-team brackets):** Each team will plays round robin with the other teams in the bracket. Top team of each bracket play for championship.
- **10-Team Brackets (one four & two three-team brackets):** The four-team bracket will play the familiar round robin format. The two three team brackets will have each team playing three games including a crossover. The high point team in each of the three brackets and a wild card will advance to the semi-final round.

The wild card will play the bracket A champion and the bracket B champion plays bracket C champion. In case of the rematch A play C and B plays the wild card. Championship game may be a re-match and a consolation game will not be played.

### **SUBSTITUTIONS**

Except as noted, substitutions shall be “unlimited”. The team in possession may substitute at any time after any dead ball situation (corner kicks, free-kicks, throw-ins etc.) However, teams not in possession of the ball can only substitute after these situations provided that the team in possession is also substituting. Free substituting is allowed for both teams after goals, goal kicks and at half time. The substitutes must be at the centerline ready to enter before the referee will allow the substitution to take place.

- Substitutions - U10 & below should be at any stoppage.

### **SCORING**

In the group play rounds, points will be awarded as follows:

3 points for a win

1 point for a tie

0 points for a loss

### **Tie Breakers**

If, at the conclusion of bracket play, two or more teams have the same points total. The following procedures will be used to determine the group winners:

- Winner of most games.
- Winner of head-to-head competition.

- Goal spread (goals scored minus goals against) with a maximum differential of four (4) goals per game.
- Fewest goals allowed.
- The Team with less Red Cards.
- Penalty kicks. The group winners will advance to the final rounds.
- Byes. If there is a “bye” in a bracket, teams will be awarded a 4-0 win (3 points)

### FORFEITS

- A forfeit will be declared if a team fails to report at game time with at least the minimum number of rostered players. For 11 v 11 games at least five (7) players shall be required to start the game. For 7 v 7 games at least five (4) players shall be required to start the game. For 9 v 9 games at least five (5) players shall be required to start the game.
- The Tournament Committee reserves the right to delay the start of a game in extenuating circumstances. Any team that leaves the field of play before the conclusion of the game will forfeit the game and is subject to disqualification in the tournament at the discretion of the Tournament Committee.
- When the situation warrants, the Tournament Committee can declare a double forfeit to both teams with no points scored for the game. This could be done in the case of unsportsmanlike behavior by both teams, etc.
- A team that forfeits a game will be assessed a 0-4 loss to the other team with full points awarded.

### PROTESTS

- Protests will be accepted only in the case of a suspected violation regarding illegal teams or players. Judgment calls, including player or team official cautions and/or ejections, may not be protested. Only those teams involved are permitted to protest a game result, and the protests must be filed by one of the involved team officials (coach or listed team contact).
- All protests must be filed with the Tournament Director in writing within thirty (30) minutes of the completion of the game.
- No Protests to the referees are allowed, their decision are FINAL.

### PLAYER /TEAM OFFICAL SUSPENSIONS

- A player or team official who is ejected from a game will be suspended for the next tournament game for that team. An individual may receive more than a one-game suspension. Two game suspensions may be handed down in cases involving violent conduct or racial abuse. Multiple game suspensions may be given at the discretion of the tournament committee. No substitution will be permitted for an ejected player.
- If a coach or team official is ejected from a game, from the point of ejection until the period of suspension is satisfied, the suspended individual must remain out of sight or sound of the playing field. The “sight and sound” rule may be invoked in the case of an

ejected player, at the discretion of the referee or the Tournament Committee. At minimum, an ejected player must leave the player/bench area of the field and must remain silent for the duration of the game.

- The referees may suspend play when necessary due to spectator interference until the individual(s) creating the disturbance leaves the playing area (minimum of 100 yards from the field). Said individual(s) shall remain silent for the duration of the game. Failure to observe this rule may result in forfeiture of the game as well as further disciplinary action.

### **REFUND POLICY**

In the event that the tournament is cancelled with no games played, all teams will receive a refund of the registration fee less \$25 for an administration fee.

- 1 game played: 75% refund of entry fee.
- 2 games played: 25% refund of entry fee.
- All refunds will be sent to the club treasurer or identified team contact.

### **PLAYING CONDITIONS**

Teams will be expected to play according to the schedule of games regardless of weather conditions. Only the Tournament Director(s) may reschedule games or alter the competitions 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, the game format may be altered to include shortened games, penalty kicks or coin tosses.

### **Grace Time**

No grace time will be allowed for any team.

### **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. Decisions will be based upon the rules of the Nebraska State Soccer Association, the sanctioning organization for the Omaha United Spring Cup 2021 Soccer Tournament.

### **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.

**No alcoholic beverages are allowed in the parking lots.**