

COERVER CUP RULES

Divisions:

- Boys U8 – U19
- Girls U8 – U19
- Check the website for exact event details.

Roster:

- 5 player minimum (recommend 8 player maximum)
- Rosters are frozen after submission to the tournament director and check-in
- PLEASE SEND A COPY OF YOUR SIGNED & COMPLETED ROSTER TO THE TOURNAMENT DIRECTOR PRIOR TO THE EVENT DATE.
- 4 players on the field plus 1 designated as GK.
- If a team is losing by a 5-goal differential they will be allowed to add an extra player on the field, once the goal difference is back to 4, the extra player must come off.
- USSF Birth Year Roster Rule in effect.

Check In:

- Check in will be 30 minutes before your team's first game. Please make sure you have a printed roster for your team. The roster that we have from registration must match your roster at check in. Only the coach is required to check in at the tournament headquarters.

Scheduling:

- Tournament directors will do their best to accommodate all levels of play and all age groups.
- If there are not enough teams to complete a bracket, age groups can be blended together. The full schedule with game times and field locations will be sent out no later than two days before the tournament begins.
- We will do our best to honor all scheduling requests. We cannot guarantee that one coach designated to more than one team can avoid games at the same time.

Field Size:

48 x 36 yards

Indoors events may be smaller to accommodate facility constraints.

Goal Size:

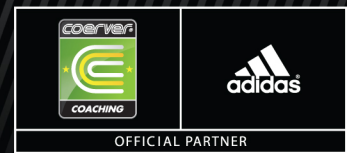
Futsal Goals or 3/4 Size Goals.

Scoring:

- 1 point for goals scored inside the shooting line.
- 2 points for goals scored outside shooting line. (If a shot is taken behind the 2-point line and then touched by another offensive player inside the 2 point line, the goal will only count for 1 point.)
- 2 point goals for indoor tournaments will typically be the Mid-line.

Games:

24 minute games, 12 minute halves running clock (2 Minute Half Time.)

**Format:**

- Teams play round robin in group stage.
- Groups can consist of 3,4,5, or 6 teams.
- Coerver Cup directors reserve the right to make the decision on the group size based on the number of teams that sign up.
- Teams will be notified of their group breakdown when the schedule is released at least two days prior to the start of the tournament.
- Playoff format will also depend on the number of teams that are in an age group
- 3 points for a win.
- 1 point for a tie.
- In the event of a tie for playoff seeding the team moving on will be decided by head to head record, If still tied, decided by team with the most goals scored. If still tied, team with the best goal differential (max of 5 goals per game), if still tied, team with least goals against, if still tied, flip of a coin.
- Three team tiebreaker will follow the same criteria until the tie is broken and two teams remain, once this happens the tie breakers are reset and will once again follow the criteria above.

Playoffs:

Any ties after regulation time will be settled by a dribbling penalty shootout.

Dribbling Penalty Kick Shootout:

- Ball will be placed at the designated PK spot / 2 point line.
- Any foul inside the attacking half will result in a dribbling Penalty Kick (DPK).
- Players will be given 5 seconds to dribble and score.
- If goal keeper has possession of the ball before the 5 seconds has completed, the time ends.
- If the ball travels out of bounds, the time ends.
- GK can come out of the penalty area but only use hands inside the penalty area.
- 3 shooters followed by 1, 1, 1 if needed to break the tie.
- Team leading after 3 kicks wins, If tied after 3, go to sudden death All players must have a turn to shoot before the order can reset.

Fouls:

FIFA rules apply (No Slide tackling for all ages and No heading for groups U8-U10)

Equipment:

Wear appropriate footwear suitable for the playing surface. Check with the Tournament Director of the host facility. All players must wear Shin guards.

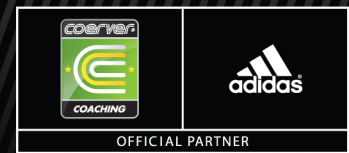
Off-Sides:

No Off-Sides

Throw-Ins:

Are indirect kick-ins. defending team must stand at least 5 yards away.

Corner Kick: All corner kicks are direct.



Goal Kicks: Are indirect

Defensive teams must stand behind nearest 2 point line. Defensive team is not permitted to cross 2-point line (Mid-line for indoor tournament) until another offensive player has touched the ball. If the goal kick goes past the 2-point line the ball is live for either team.

Fouls:

- Fouls will result in a direct free kick.

Defensive Walls:

5 yards from the ball.

Goalkeepers:

- Pass backs cannot be picked up by the GK, but the GK can play the ball with his/her feet anywhere on the field.
- GK's are not allowed to punt/dropkick the ball.
- GK's are not allowed to throw the ball in the air past the half field line.
- If one of these is broken, the opposing team gets a direct Free Kick from midfield.

Sportsmanship:

Violent and dangerous play will not be tolerated and can be cause for removal from the tournament. Coerver does not support any negative and abusive language towards another team, spectator, ref, or worker and they hold the right to ask the guilty party to leave the grounds.

Rosters:

Cannot be changed after check in. Teams violating this policy will forfeit game(s) in question in group stage and not be allowed to progress to a knockout game.

Substitutes:

- May enter the game at will between the 2-point lines after their teammate has exited the field.
- Exiting player must be inside the 2-point lines as well
- Substitutions are "on the fly".
- No stoppage of play is necessary for the substitution to take place.

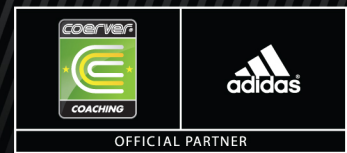
Late Team Rule:

- The team that is late within the first 5 minutes receives 1 goal against them.
- Teams more than 8 minutes late forfeits the game with a default score of 2-0 to the opposing team.
- If both teams are late more than 8 minutes, the game will be recorded as a 2-0 loss for both.

teams The Tournament Directors: Have the final decision in any dispute or conflict that may occur.

Schedules Results and Standings:

- After every game the referee will complete a game card to report the score
- Both coaches must verify the score of the game; otherwise the final outcome will be what the referee has recorded.



- Scorecards will be handed in directly from the referee to the main tent, where scores will be documented and recorded for all teams to see.

Official Game Ball:

- Game balls will be provided by Coerver (Futsal balls will be used for Indoor Cup)
- If extra balls are needed at any point in the game one may be provided from a team.
- U8-U12 Size 4
- U13 + Size 5

Placement of Teams and Spectators:

- Teams and Coaches only, will position themselves on the same side of the field.
- Coaches must stay on their half of the field and are not allowed to coach from any other side of the field.
- All spectators will be allowed to sit on the opposite sideline. Parents/guardians are responsible for their children at all times, in an event that a child goes missing contact a Coerver employee immediately and they will notify the authorities.

Facility:

- We prohibit any illegal drug and illegal alcohol use on the field at the event and anyone who is in violation of this will be ejected from the grounds.
- Any vandalism on the grounds will also be cause for removal.

Yellow Cards:

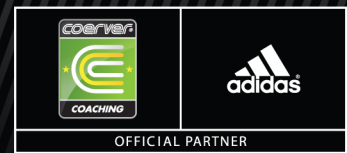
- Yellow cards will be administered per FIFA laws of the game
- A player who is issued a yellow card will be asked to leave the field for two minutes.
- During those two minutes the team must play down one player for the duration of the time or until the other team scores a goal.
- If the other team scores a goal the player who received the yellow will be allowed to step back on.
- Two Yellow cards in the same game will result in a Red card and the team will be forced to play a man down for the remainder of that current game.

Red Cards:

- Red cards will be administered as per FIFA laws of the game.
- Any player who receives a straight Red card will not be allowed to play in the following game, and his/her team must play down a man for the remainder of the current game.
- Any coach who receives a Red Card will not be allowed to be anywhere near the field of play and will not be allowed to be present on the sidelines for the remainder of the event.

Protests:

- NO protests can be made by judgment calls made by the referee
- All calls on the field are final •
- Express any concerns about violations of Coerver Cup rules to the main scores tent.
- A director will be present there at all times.
- If you have any questions about rules regarding game play be sure to ask your referee before the game starts.



- If they cannot help you please report to the tournament headquarters and a director will be able to answer your questions.

Weather:

- Tournament directors have the right to suspend a game due to lightning or severe weather warnings.
- If the decision to cancel the game is made, and one half of play has been completed, the results will stand and reflect a completed match.
- If it is necessary to suspend games due to weather, updates will be made to coaches at the field, and emails will be sent to all coaches.
- The website will also be updated with information.
- When a game is postponed due to lightning, coaches, players and fans should proceed to the nearest safe location: cars or a building and Instructions for resuming games will be given through referees at their fields or via email by the tournament director.
- If the weather or the condition of the fields make it impossible to carry out the tournament to its full extent, every effort will be made to play out the remaining games on the schedule the following day.

Injuries:

- Coaches are considered guardians for underage players when the parents are unavailable.
 - They have the responsibility to make decisions in the best interest of the health and safety of the players.
 - A coach's decision to let a player play against recommendations of medical staff may leave the coach open to legal liability.
 - If a coach is not of age, the team is required to have an official representative who is of age to act as legal guardian.
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- The coach is responsible for having emergency medical information for all players on the roster.
 - The time missed during a game for injury reasons, will not be added on due to the fact of scheduling issues.