

## **2017 UNDER ARMOUR CUP TOURNAMENT RULES**

**Last Updated:** September 26, 2017 - 2:30 PM

### **General Rules**

All teams must check-in at one of the CUFC tournament check-in events. All accepted teams are required to provide appropriate documentation as defined within the Team Check-In requirements on the tournament website.

The Tournament Committee, Charlotte United Futbol Club and US Club Soccer cannot be responsible for inclement weather. There will be no refunds for cancellation due to inclement weather.

The Tournament Committee, Charlotte United Futbol Club, US Club Soccer, referees, tournament sponsors and the sponsoring teams will not be responsible for any expense incurred by any team or club if the tournament is canceled in whole or in part for ANY reason.

There will be no refunds after Teams are Accepted

The Tournament Director reserves the right to decide on all matters pertaining to the tournament and their individual or joint decision is final.

Challenge and Classic teams may be placed in the same division at the discretion of the Tournament Director.

### **Eligibility**

**This tournament is sanctioned by US Club Soccer.** All US Club Soccer members and **ALL USSF** member teams are permitted to play; this includes all USYS members, such as NCYSA, SCYSA, and other state associations as well as AYSO, and SAY soccer teams.

Duration of the Game

<b>Age Group</b>	<b>Ball</b>	<b>Length of Halves</b>
Under 8 (2010)	#4	25 Minutes
Under 9 (2009)	#4	25 Minutes
Under 10 (2008)	#4	25 Minutes
Under 11 (2007)	#4	30 Minutes
Under 12 (2006)	#4	30 Minutes
Under 13 (2005)	#5	35 Minutes
Under 14 (2004)	#5	35 Minutes
Under 15 (2003)	#5	35 Minutes
Under 16 (2002)	#5	35 Minutes
Under 17 (2001)	#5	35 Minutes

Under 18 (2000)	#5	35 Minutes
Under 19 (1999)	#5	35 Minutes

Halftime will be 5 minutes.

The HOME TEAM, as listed on the schedule, will supply the game ball for each game.

### **Player Equipment**

- All equipment (including coverings for casts) will be subject to the approval of the referee.
- Shin guards must be worn and must be under the socks.
- No jewelry will be allowed. Specifically but not limited to, earrings, necklaces, wristbands of any kind, all other body piercing and watches.
- Where jersey colors conflict, the designated home team, which will be the first listed on the schedule, will change. The designated visiting team is requested to help resolve conflicts.

### **Inclement Weather**

All teams must report to their fields and be ready to play regardless of weather conditions unless directed otherwise by the Tournament Director or their representative.

The Tournament Director reserves the right to make the following changes:

- Relocate and/or reschedule any game or discontinue the tournament.
- Reduce the scheduled duration of any game with prior notification before the game is started.
- Cancel any game in the preliminary rounds having no bearing on advancement to the semifinals or finals.
- No refunds shall be made to teams if all or a portion of the tournament is canceled by the Tournament Director for any reason.

If a match is canceled before play starts or prior to halftime and cannot be completed prior to the start of the next match, each team will be awarded 1 point for a tie. Bonus points will be awarded on the basis of the match score at the time of cancellation.

### **Conduct**

Players and coaches shall occupy the same side of the field. The Home team (listed first) has the choice of which half of the field to occupy. All players and coaches must remain near the intersection of the touchline and the halfway line on their side of the field. All spectators must occupy the other side of the field from the players and coaches. Players, coaches, and spectators must remain at least two yards behind the touchline. All spectators must remain between the 18-yard lines on their side of the field. Coaches are responsible for the conduct of spectators with their team. All players, coaches, and spectators are expected to conduct themselves in a

sportsmanlike manner. Dissent will not be tolerated. **Players receiving a red card in a game and coaches sent off in a game are automatically banned from their team's next tournament game.**

**Spectators sent off from a match site are banned from all tournament play venues for the remainder of the tournament unless readmitted by the Tournament Director.**

Violations deemed of a serious nature may require further disciplinary action such as banning further tournament play. This will be decided by the Tournament Director in consultation with the Referee Coordinator. All disciplinary measures imposed by the Tournament Director and Referee Coordinator shall be limited to placing restrictions upon an individual's participation in the tournament. The issuance of all red and yellow cards and other matters involving the conduct of a team, its players, coaches or supporters will be recorded on the match report. All matters involving referee assault or abuse shall, in accordance with USSF Policy 531-9, be referred immediately to US Club Soccer.

**No alcohol will be allowed on premises.**

### **Protests**

No protests will be entertained concerning the interpretation of the laws of the game by the referee. Any other protest will be entertained by the Tournament Director if made in writing within one hour following the end of the match. The written protest shall be presented in the Tournament Headquarters tent to the Tournament Director. A \$100 cash protest bond, which will be refunded only if the protest is upheld, must accompany the written protest.

### **Field Marshals**

If you have any questions before, during, or after games please contact a Field Marshall on duty at your field.

### **Advancement**

Teams within each age group advancing to the semifinals or finals will be those teams accruing the most points in preliminary games. Points will be awarded as follows:

- Win 3 points
- Tie 1 point
- Loss 0 points

Any forfeit will be recorded as 3-0.

Ties in all preliminary group matches at the end of regulation will stand. If at the end of the preliminary group matches a tie in the standings exists, the following criteria shall be used to determine the group winner:

- Head to head competition.
- Goal differential. Max of +/-3 per game allowed.
- Goals against
- Goals for
- FIFA kicks from the mark (taken at the regulation penalty kick spot) to take place prior to the playoff match.

In the event these tie-breaking measures are not sufficient to break a tie, the Tournament Director shall have absolute discretion to break the tie by a method he or she deems appropriate.

Ties after regulation in semifinal and final matches will be settled as follows:

- Teams will have a 5-minute rest.
- Teams will play two 5-minute overtime periods switching ends of the field after the first 5 minutes, resuming play immediately.
- If teams are still tied at the end of these two 5-minute periods, FIFA kicks will determine the winner.

FIFA kicks procedure is as follows:

- Only the players on the field at the end of regulation may participate.
- Referee will decide the goal to be used for the shoot out.
- Team winning the referee's coin toss may elect to kick first or second.
- Alternating shots will be taken from the mark.
- Each team takes 5 attempts alternately. The team scoring the most goals wins.
- If still tied after the first 5 attempts, attempts will continue by each team in a golden goal format. First team to score, with the other team not scoring, will be declared the winner.
- No player may kick a second time until all eligible teammates, including the goalkeeper have kicked once. Exception: If one team is playing short and uses all eligible players on the field, then both teams may start over.
- Any eligible player may serve as goalkeeper and the goalkeeper may be changed at any time.
- Other than the player attempting to score and the 2 goalkeepers, all eligible players are to remain on the half of the field not in use while the shoot out is in progress.

## **Forfeits**

A five-minute grace period will be allowed after the scheduled kick off time before the game is awarded to the opposing team. Games must start if and when a team has seven players (six for 8v8; four for 6v6). Only less than seven players (six for 8v8; four for 6v6) may delay the game during the grace period. The game **MUST** be started with a kickoff; once the ball has rolled forward the game is then declared a forfeit by the Referee.

No team that has forfeited a game may participate in the semifinals or finals. In such cases, the advancing team will be the team in the age group with the next highest point total.

## **Tournament Rules:**

### **U8 - U12 Specific Rules**

#### **No Heading**

#### **U8 – U10 (7v7)**

- Maximum roster size for teams U8 -U10 playing 7v7 is 12
- Punting: is not encouraged at our tournaments.
  - U8-10: there will be NO PUNTING in the U8-10 7v7 age group. In the event of a punt, the referee will stop play and restart with a goal kick by the team who just punted the ball.
- Offsides: There will be offsides called in the U8- U10 age groups.
- Goal Kicks: Teams will drop back to half field for goal kicks in U8-U10 7v7 age groups.
- Substitutions:
  - All players can substitute on all throw ins, goal kicks and in the event of a player being hurt. No substitutions on Penalty kicks, free kicks & corner kicks.
  - All substitutions must enter the playing field from the halfway line with permission from the referee and should not enter the playing field until the player they are replacing has reached the touchline.
- There will be penalty kicks.
- We will allow a foul throw to be retaken one time, after that it will result in a turnover.

#### **U10-U12 (9v9)**

- U10-U12 will play small-sided 9v9.
- Maximum roster size for teams is 14
- Substitutions:
  - All players can substitute on all throw ins, goal kicks and in the event of a player being hurt. No substitutions on Penalty kicks, free kicks & corner kicks.
  - All substitutions must enter the playing field from the halfway line with permission from the referee and should not enter the playing field until the player they are replacing has reached the touchline.

**Guest Players:** Guest players will be permitted with the following conditions, and must provide the proper documentation:

- 9v9 teams will be able to have up to 4 guest players
- Guest players must also have the proper paperwork

#### **U13 - U19 (11v11)**

- Maximum roster size for teams U12 (11v11) - U15 is up to 22. U16-19 is up to 22.
- Substitutions:
  - All players can substitute on all throw ins, goal kicks and in the event of a player being hurt. No substitutions on Penalty kicks, free kicks & corner kicks.

- All substitutions must enter the playing field from the halfway line with permission from the referee and should not enter the playing field until the player they are replacing has reached the touchline.

**Guest Players:** Guest players will be permitted with the following conditions, and must provide the proper documentation:

- 11v11 teams will be able to have up to 4 guest players
- Guest players must also have the proper paperwork

### **Match Laws**

Except as noted, all matches shall be played in accordance with FIFA, USSF and US Club Soccer rules.