

**Eligibility and Credentials:**

The tournament is open to accepted teams composed the following roster size:

U 10 13 players (3 guest players)
U11 - U12 16 players (3 guest players)
U13 - U14 18 players (3 guest players)

Officially approved player cards/passes must be presented at registration and before each game to the center referee. All team must have:

State approved rosters
Release forms
Player's passes
Player's birth certificates
Travel permits (for out of state teams) approved at registration.

Uniforms:

All players on a team shall wear identical jerseys and shorts. Home team will wear light color when colors of competing teams are similar, the designated home team must change to colors distinct from the opponent. No two players from the same team may wear the same number. Shin guards must be worn during all games.

Laws of the Game:

Except as otherwise stated herein, FIFA Laws of the Game shall apply.

Age Division / Game:

Division Year Prelim/Semi-Finals Final Game Ball Size

Under 14 1997 Two 35 minute halves Size 5
Under 13 1998 Two 30 minute halves Size 5
Under 12 1999 Two 30 minute halves Size 4
Under 11 2000 Two 30 minute halves Size 4
Under 10 2001 Two 25 minute halves Size 4

Starting Times and Forfeits:

A minimum of seven (7) players constitutes a team. A ten (10) minute grace period will be extended beyond kick-off time before a forfeit will be declared. A team's failure to complete a match or leaving the field during play will result in forfeiture. No team that has forfeited a game will be declared a group winner. The winning team of a forfeited game will be awarded three (3) goals. The center referee and/or the tournament committee have the only authority to declare a forfeit.

Substitutions:

Substitutions shall be unlimited, with the consent of the referee, at the following times:

1. After a goal by either team
2. Before a goal kick by either team
3. Before a throw-in in your favor
4. At half time
5. During injury stoppage
6. Before a throw-in in your opponents favor, provided that they already have a player who is waiting to substitute.

Ejections:

The player pass of any ejected player will be delivered to the Center Referee with a report written on the team's game card concerning the reason for the ejection. An ejected player may not participate in the team's

next scheduled game. If a player who is not properly registered participates in any game, that game shall be automatically forfeited to the opposing team 3-0.

Off side:

Off side shall be called and utilized in all games U11 and above, no off side for U10.

Standings and Scoring:

Each team will be awarded three (3) points for a win, one (1) point for a tie and no points for a loss. The following procedure will determine the group winner:

1. Total points. In the event of a tie, then (in the following order):
2. Winner of the game played between the tied teams (only if two teams are tied)
3. Goals differential to a maximum of three (3) per match.
4. Fewest goals allowed (gross)
5. Most shut outs
6. Penalty kicks (FIFA-Laws of the Game)

Overtimes:

Any regular tournament match that ends in a tie score shall be declared a tie. Any Semi-Final or Championship game tied at the end of regulation play will go into overtime. The overtime period shall consist of two 5-minute halves. The overtime halves for Semi-Final games ARE sudden death, Championship games are NOT sudden death. If the game is not decided in the overtime, penalty kicks according FIFA rules will be used.

Protests:

There will be no protests.

Home Team:

Home teams shall be listed first on the schedule. The home team shall furnish a game ball if a tournament ball is not available.

Tournament Committee:

The Tournament Committee or its designee reserves the right to decide on all matters pertaining to the United Cup Tournament. The Tournament Committee or its designee's interpretation of these rules and regulations shall be final.

Weather / Reschedules:

Games shall be considered completed if the first half has concluded and either the Field Referee or the Tournament Director stops play. The score at the stoppage of play will be the final game score. If the first half has not been completed and the game is stopped, every effort will be made to complete the game. Note: If necessary, game lengths may be shortened to accommodate scheduling requirements. **It is the responsibility of each coach to check Tournament Headquarters for reschedule information.**

However, in the event that rescheduling is not possible and game cancellation creates a situation where teams within the division are unable to play an equal number of qualifying games, the group winner will be determined on the basis of average tournament points for games played (including the tie-breaking procedure). The team with the highest average points will be declared the winner of the group. If the Tournament is cancelled due to events beyond the control of the Tournament Committee, the Tournament will not be required to make any financial remuneration.

Other:

The Tournament Committee will administer the tournament rules as stated but reserves the right to adjust and/or amend any of these rules as necessary to accommodate unforeseen circumstances before and during the tournament. The decision of the Committee will be final.

In the event of inclement weather and/or impending darkness, the Tournament Committee will have the authority to relocate, reschedule, cancel or change the duration of any game. If lightning is sighted, the referee will immediately suspend play and clear the field. Play will resume after 30 consecutive minutes of no lightning. Time permitting, games will be played to (a) completion or (b) completion of the first half and score recorded.

Important: The game clock will not be stopped because of injury to any player unless, at the discretion of the referee, medical personnel must remove the injured player from the field. Referees can add up to 5 minutes of stoppage play if they deem a team gained advantage.