

# 2017 KNIGHT'S CUP SOCCER TOURNAMENT RULES



## I. TOURNAMENT NAME: 2017 KNIGHT'S CUP

## II. TOURNAMENT HEADQUARTERS:

Mason County Soccer Fields: 280 Scenic Drive Point Pleasant, WV 25550. The onsite tournament telephone number is (304) 857-2206.

## III. REGISTRATION & TEAM ELIGIBILITY:

1. Team check-in for the tournament will be held at the Mason County Soccer Fields on Saturday, June 24, 2017 beginning at 8:00 am.
2. When checking in, a team representative must provide the following documents: "Official" Team roster and Medical Release Forms for all players on the roster.

## IV. PLAYER AGE - ELIGIBILITY:

1. The tournament is open to teams in the U-10 through U-19 age groups.
  - a. U-10 age teams may have a maximum of 14 players on their team roster and will play in a 7 v 7 format. *(6 v 6 may be played if both coaches agree)*
  - b. U-12 age teams may have a maximum of 18 players on their roster and will play in a 9 v 9 format. *(8 v 8 may be played if both coaches agree)*
  - c. U-15 age teams may have a maximum of 18 players on their roster and will play in an 11 v 11 format. *(10 v 10 may be played if both coaches agree)*
  - d. U-19 age teams may have a maximum of 18 players on their roster and will play in an 11 v 11 format. *(10 v 10 may be played if both coaches agree)*
2. Teams are not required to have player passes. However, all players must have proof of their date of birth, such as a copy of their birth certificate or equivalent document approved by the Tournament Staff. This document will only be necessary if concerns are raised about individual players.
3. Players may only be rostered on one team per bracket.

## V. TEAMS:

1. For each match in the tournament, the team that is listed first in the schedule shall be the home team.
2. If, in the opinion of the referee, there is a uniform conflict, the home team will be required to change. Therefore, all teams should bring two sets of uniforms or pennies to every match.
3. Both teams shall be on the same side of the field. Spectators and supporters of both teams shall be on the opposite side of the field from the teams.

## **VI. PLAYER & COACH CREDENTIALS:**

1. Official Rosters of all players and coaches that will be participating in a match must be present and available at all times during the match.
2. The Official Roster may be checked by the referee prior to each match.

## **VII. LAWS OF THE GAME:**

### **Modification – Notes on the Laws of the Game:**

1. All matches will be played under international rules (FIFA) with the following exceptions:
2. The length of each match and ball sizes will be as follows:
  - U-10: 25 Minute Halves / Ball Size # 4
  - U-12: 30 Minute Halves / Ball Size # 4
  - U-15: 40 Minute Halves / Ball Size # 5
  - U-19: 45 Minute Halves / Ball Size # 5

*Note: The above listed length of a game (or half) are to be considered minimums. At the sole discretion of the referee, the length of the game (or half) may be extended to a point that is deemed as a natural conclusion of the game (or half).*

3. Substitutions: Free substitution may be made in all age groups with the permission of the referee at any dead ball situation.
4. Player equipment: All players must wear shin guards. Casts are **NOT** permitted in this tournament.

### **5. SPECIAL NOTE TO TEAMS:**

- a. U-10 Age Division:
  - i. No Slide Tackling
  - ii. No Headers; Foul is restarted with indirect free kick
  - iii. All fouls restart per “Laws of the Game”
  - iv. Opponents shall be 8 yards away on all free kicks or outside the penalty box on goal kicks
- b. U-12 Age Division:
  - i. No Headers if any players are U-11 or below
  - ii. Slide tackles are **permitted**
  - iii. All fouls restart per “Laws of the Game”
  - iv. Opponents shall be 8 yards away on all free kicks or outside the penalty box on goal kicks

## **VIII. TOURNAMENT AND MATCH SCHEDULES:**

1. Match Schedules: Each participating team will play a minimum of three matches.

2. At the end of all preliminary and round robin matches, there will be no overtime period played. Preliminary and round robin matches may end in a tie.
3. If at the conclusion of a championship match, the score is tied, two 5 minute overtime periods will be played to the conclusion of each of the two overtime periods. There will be no “Golden Goal” or “Silver Goal” used to determine the winner of a match. If the score remains tied after both overtime periods, the winner will be determined by “Penalty Kicks”.
  - a. Penalty Kicks: 5 players per team will be selected.
  - b. If still tied, 5 different players from each team will be selected. Kicks will occur 1 v 1. (Once either team has exhausted all of its players, both teams can start over.)
4. Referees: All matches will use the three referee system of control, using referees certified by USSF.
5. Match Delays, Suspensions, Cancellations: Inclement weather is always a possibility and such types of weather may result in delayed, abbreviated or cancelled matches. The tournament committee will attempt to reschedule matches to insure that each team will play a full schedule for the tournament. Matches may be shortened or postponed or scheduled at a different site in order to meet this goal.
  - a. In the event of tournament cancellation due to inclement weather, there is no guarantee of a refund. If the tournament is cancelled, either before any matches are played or before all matches can be completed, refunds will be made available to all teams requesting them. The amount of refund will be determined after subtracting the costs and obligations associated with organizing the event. A full refund would not be available due to these costs.

#### **IX. FORFEITS:**

1. Teams not reporting to the field within ten (10) minutes of the scheduled starting time of their match may be required to forfeit that match.
2. U-10 teams must have at least 6 players to start a match. U-12 must have at least 8 players to start a match.
3. If a team forfeits a match, for any reason, they may be required to forfeit all of their matches in the tournament as determined by the tournament committee and they may be prohibited from advancing to the Championship round.

#### **X. STANDINGS AND TIE-BREAKERS:**

1. Groups standing will be determined as follows:
  - a. Point total: **WIN = 6 points TIE = 3 point LOSS = 0 points**
  - b. **An additional 1 point per goal scored up to 3 additional point**

2. The tournament committee is responsible for interpreting the rules and scheduling tie breaker activities. Tie-breaker procedures, in the following order, will be used to determine a group winner:
  - a. Result of the match between the tied teams. This does **not** apply if three teams are tied, unless one team has beaten both of the teams with which they are tied.
  - b. For three way ties, follow the tie breaking rules until one team has been eliminated and then restart tie breaking rules.
    - i. Cumulative goal differential of all matches played; defined as total goals scored minus goals allowed, with a maximum of three goals per match.
    - ii. Lower number of goals allowed, with no limit on goals allowed.
    - iii. Most goals scored, four goal maximum per match.
    - iv. Penalty kick elimination, as per FIFA rules of the match.

#### **XI. MATCH AND SCORE REPORTING:**

1. At the conclusion of each match, a member of the coaching staff of each team must sign the game card in order to confirm the accuracy of the information on the game card, including the final score of the match. *It is critical that coaches/managers verify the final game score before signing the game card.*
2. Once the coaches have signed the game card, the referee will bring the game card to the referee assignor. The referee shall record all red and yellow cards issued during the match on the game card.

#### **XII. AWARDS**

1. There will be team awards for 1<sup>st</sup> place in each division and player medals for 1<sup>st</sup> place in each division.

#### **XIII. CONDUCT AND DISCIPLINE:**

1. Team and Spectator Conduct: All teams, including players and coaches, their supporters and other spectators are required to conduct themselves in a manner befitting the ideals of FIFA, USSF, and the West Virginia Soccer Association as they relate to FAIR PLAY and good sportsmanship.
2. Persons not conducting themselves in that manner may be required to remove themselves from the vicinity of a particular match, be removed from that entire venue, or not be permitted to participate or attend any function of the tournament for the remaining portion of the tournament. This includes spectators entering the field of play during a game, without the permission of the referee.

#### **XIV. General Rules:**

1. Alcoholic beverages are not permitted at any tournament match venue.
2. Players, coaches, parents, and referees are not permitted to use any form of tobacco in the vicinity of any match field.

3. Ejections: Players who are sent off (red card) during a match may not play in their next match.
4. Players who are sent off may sit with their team during the team's next match in the tournament but may not be in uniform.
5. Spectators are prohibited from entering a field during a game, except by the permission of the referee.
6. Spectators who enter a field during a game or otherwise commit misconduct may be ordered by the referee to leave the vicinity of the field.
7. The tournament may take additional action against teams, players and coaches for serious acts of misconduct by their players, coaches and/or team supporters. This action may include removal of the team from the remainder of the tournament.
8. Reports of Disciplinary Action: All reports of any disciplinary action will be sent to the team West Virginia State Association.
9. The Tournament Committee reserves the right to make changes to the schedule, game format, field suitability during the tournament weekend due to safety, field and/or weather conditions as needed.
10. All decisions of the tournament committee are final.