

## 2019 Lilac Cup Rules

Summary of the Lilac Cup rules. For the complete association rules, click [Rules of the Game](#).

**Check In** Team check-in will occur at fields (30) minutes prior to a team's first game at the tournament headquarters. Coaches must verify/sign the roster at check in. If your team plays at 8:00 am please be aware that there will be high volumes of check in traffic – please consider checking in Friday evening during our Brand Launch Party starting at 5:00pm.

**Team Rosters** Players may be rostered and compete for only one (1) team. Multiple teams may combine to form one (1) team.

**Playing Time** Each player must receive at least 50% of the total playing time.

**Teams & Spectators** 4v4 5v5. Parents/players on the same side of the field.  
7v7 9v9 11v11. Parents on one side of field, coaches and players on opposite side  
Teams and spectators must remain at least 2 yards behind the sideline.  
No players, parents, coaches, or spectators are allowed behind the goals.  
Coaches, players, parents, or spectators shall not enter the field unless requested to do so by the referee.

**Player's Equipment** All players must wear shin-guards.  
Jewelry shall not be worn. Taped earrings are not allowed.  
Soccer cleats or athletic shoes may be worn but shoes with toe cleats will not be allowed.  
All casts need to be padded and players wearing casts must have their doctor's okay to play.

**Officiating** U5 – U8 games will be officiated by a coach/parent from each team; each officiating one half of a game. The coach/parent should encourage clean play and sportsmanship at all times and should help players understand and follow the rules.  
U8+ games will have a referee requested from the Inland Empire Soccer Referees Association. If for some reason, a referee is not available for the match the tournament director will make a decision on the officiating method to be used.

**Substitutions** Unlimited substitutions may be allowed on any stoppage of play at the referee's discretion.

**U5 – U7** 3 Jamboree games. Divisions with uneven teams may play an additional match. Score will not be kept in the matches.

**U8+** will have a tournament point system. Total tournament points from the 3 matches (4 matches in divisions with uneven teams) will determine who plays in the Championship match. The first and second top point earners will play in a Championship match.

### Point system for games

#### Points

Win: 3

Tie: 1

Loss: 0

#### Tie Breakers

1. Head to head

2. Total goals against

3. Coin Flip

### Championship Match Tie Breaker for U8+

If a final championship match ends in a tie, the game will advance to two 5-minute overtime periods (golden goal) and, if needed, to penalty kicks to determine the winner.

### Penalty Kicks (to determine championship game winner)

Penalty kicks will be performed according to FIFA regulations, except where noted. As a summary, five players from each team (on or off the field\*) will be selected to perform penalty kicks. The referee will toss a coin, and the team captain that wins the toss decides which team will kick first. The kicks will be taken, alternating between teams. All players other than the player taking the kick and the two goal keepers shall remain inside the center circle while the penalty kicks are taking place. If before each team has taken their five kicks, one has scored more goals than the other could potentially score, no more kicks are taken. If the result of the first round penalty kicks ends in a tie, the remaining players from each team will continue to take alternating shots until a winner is determined. (Once all player have shot, including the goalie, the rotation will repeat.)

\*FIFA requires the kickers be chosen from players on the field at the end of regulation. However, because we play with fewer than 11 players on the field, this rule has been amended to allow players on the sidelines at the end of the match to take penalty kicks at the team's discretion.

### Small Sided Game Layout

AGE	FIELD SIZE	CENTER CIRCLE	GOAL BOX	GOAL SIZE	BALL SIZE	TOTAL PLAYERS	KEEPER	GAME LENGTH
U5	20 x 30	6 yds	6 yd line	4 x 6	3	4	N/A	4Q x 8 = 32 Min
U6	20 x 30	6 yds	6 yd line	4 x 6	3	4	N/A	4Q x 8 = 32 Min
U7	20 x 30	6 yds	6 yd Arc	4 x 6	3	4	N/A	4Q x 8 = 32 Min
U8	30 x 40	8 yds	8 yd Arc	6 x 12	4	5	Yes	4Q x 10 = 40 Min
U9	35 x 55	10 yds	12 yd box	6 x 18	4	7	Yes	2H x 25 = 50 Min
U10	35 x 55	10 yds	12 yd box	6 x 18	4	7	Yes	2H x 25 = 50 Min
U11/12	50 x 80	10 yds	16 yd box	7 x 21	4	9 or 7*	Yes	2H x 30 = 60 Min
U13/14	60 x 110	10 yds	18 yd box	8x24	5	11 or 9**	Yes	2H x 30 = 60 Min

### Small Sided Rules of Play

AGE	OFFSIDE	DIRECT KICKS	PENALTY KICKS	SLIDE TACKLING	THROW-INS	HEADERS	CORNER KICK	PUNTS / DROP KICKS
U5	No	No	No	No	Yes	No	Yes	N/A
U6	No	No	No	No	Yes	No	Yes	N/A
U7	No	No	No	No	Yes	No	Yes	N/A
U8	No	No	No	No	Yes	No	Yes	No
U9	Yes	No	No	No	Yes	No	Yes	No
U10	Yes	No	No	No	Yes	No	Yes	No
U11/12	Yes	Yes	Yes	No	Yes	No	Yes	Yes
U13/14	Yes	Yes	Yes	No	Yes	Yes	Yes	Yes

\* Games can be played 9v9 or 7v7 as determined by the tournament director or by agreement between both coaches and the referee at the time of the game

\*\*Games can be played 11v11 or 9v9 as determined by the tournament director or by agreement between both coaches and the referee at the time of the game

### Protests

- Decisions by the referees and the tournament director are final and may not be appealed.
- All disputes for non-referee decisions are handled by the tournament director.
- All protests and disputes must be made with the tournament director within thirty (30) minutes of match completion.
- The tournament director will take such actions necessary to resolve the dispute within sixty (60) minutes of receipt of properly lodged protests and disputes.

### Team Conduct/Behavior

Coaches are responsible for the behavior of their players, parents and spectators. Lack of control by one or both coaches may result in the forfeiture of the match and possible disqualification from the tournament.

Any coach or player receiving two (2) yellow cards or one (1) red card during a match shall be disqualified for the remainder of the match and will be suspended from the next tournament match. The tournament judicial committee may render additional disqualifications.

### Lightning Policy

In the event of lightning, or any other inclement weather conditions, the Tournament Director will make determinations with respect to suspensions and restarts. In general, the Tournament Director will apply the 30-30 rule.

In brief, if from the point lightening is spotted until the time thunder is heard is 30 seconds or less, games should be suspended, and players and spectators should seek proper shelter. Shelter is defined as a vehicle or building properly insulated from lightning strikes. We will wait 30 minutes or more after hearing the last thunder before resuming play.

If one-half or more of a match has been completed at the point of suspension due to inclement weather, it will be considered a completed game. Games which have not completed one-half of the game will resume once the wait period has expired.