



TOURNAMENT RULES for BVU Cup

LAWS OF PLAY

Play will be governed by the FIFA Laws of the Game, except where amended by US Club if applicable Rules of Play, Soccer Association Rules of Play and/or the tournament Rules. These rules may be modified before the beginning of tournament play. The final Tournament Rules will be published in the Tournament Program. A player may play on multiple teams during the tournament.

TEAM, PLAYERS AND COACHES CREDENTIALS

Players must be registered to the team making application. Teams must be registered and in good standing with their US Youth Soccer, US Club Soccer /Canadian affiliated state/provincial association. Player picture identification cards are to be present and available at all matches or approved rosters / PDG of player cards. Teams must comply with US Youth Soccer travel procedures. A roster certified by a tournament official must be submitted at tournament check in. There is no in-person check-in. All roster approvals / player passes will be submitted online and must be submitted by end of day Tuesday prior to the Tournament.

Any Team participating must carry valid current year player's passes. All player and coach passes must be laminated. All teams must follow the applicable procedures of the US Youth Soccer Travel Policy. Out of state teams must have US Youth Soccer Permission to Travel Papers on file at your state association office (if applicable). All teams are also required to carry written medical releases from parents/guardians in case emergency medical care is necessary.

Club-pass players are allowed and unlimited, but should be similar or lower level. Guest players (or loan players) will be capped at three per team. Associated paperwork and passes will be required for these players.

US Youth Soccer Concussion Protocol

The BVU Cup follows a US Youth Soccer Concussion protocol.

HOME TEAM

The home team will be responsible for wearing an alternate color jersey, if necessary, as determined by the referee. The team is listed first in all rounds shall be the home team. Teams use the side of the field with team benches and spectators shall use the opposite side of the field.

Playing Rules

All games under league jurisdiction shall be played according to the rules and regulations recognized by TCSL which shall be the same rules set by FIFA/U.S.S.F except for those exceptions authorized by FIFA or U.S.S.F. and provided in these rules.

Game Details (Per TCSL Rules/Guidelines)

	9U/10U	11U	12U	13U/14U	15U/16U	17U-19U
Field Size (yds)	55/65 L 35/45 W	70/80 L 45/55 W		100/120 L 60s/80 W		
Number of Referees	1	3*		3		
Number of Players	7v7	9v9		11v11		
Minimum # of Players	5	6		7		
Goalkeeper	Yes	Yes		Yes		
Playing Time	2x25	2x30		2x35	2x35	2x35
Ball Size	4			5		
Goal Size (feet)	6.5x18.5 – 7x21			8x24		
Offside	Yes for all Ages					
Substitutions	Any Stoppage			<ul style="list-style-type: none"> • Own throw-in • Opposing team throw-in (if team in possession is substituting) • Goal kick • After a goal • Halftime • Injury (for injured player only, or opposing team if team whose player is inured chooses to substitute) 		
Fouls (type of kick)	Indirect Only	Indirect / Direct Free Kicks				
Free Kick clearance	8 yd			10 yd		
Penalty Kicks	No	Yes (mark at 10 yds)		Yes (mark at 12 yds)		
Penalty Area (yds)	12x24	14x36		18 x 44		
Punting	No	Yes	Yes	Yes		
Goal Area (yards)	4x8	5x16		6 x 20		
Heading	None	None	per Laws	per Laws	per Laws	per Laws
Build-Out Line**	Yes	None		None		

Heading

For U11 and below, when a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the

goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If a player does not deliberately head the ball, then play should continue.

This rule shall apply to the age groups of U11 and below. Players who are playing up will play according to the rules of the age group in which they are playing. It is the Club's responsibility to understand the effects of this rule on players playing up.

Substitutions

Substitutions shall be unlimited in all matches. Teams may substitute only with the Referee's permission and for 13U+ matches, and only in defined moments per Rule 3.2.

Substitutions for 9U-12U age groups may occur at any stoppage of play.

Head injuries

Any player suspected of suffering a head injury must be evaluated by a licensed medical professional prior to returning to play.

Equipment

1.1 Safety

A player must not use equipment or wear anything which is dangerous to themselves or another player (including all jewelry).

1.2 Casts

No orthopedic (hard) casts, air splints or metal splints may be worn. Players will be allowed to play in a soft cast at the discretion of the Referee.

1.3 Jewelry

Absolutely no jewelry, including rings, chains, watches, jewelry, hair clips, bobby pins, earrings, bracelets, rubber bracelets, or abnormally long fingernails may be worn while participating in any TCSL games. Only Medical Alert Warning Bracelets may be worn and shall be taped to secure them to the player's body. Earrings and other piercings cannot be taped and must be removed.

1.4 Shin guards

All players are required to always use shin guards. They must be worn properly and be professionally manufactured and unaltered. Socks must completely cover shin guards.

1.5 Braces

It is strongly recommended for the safety of the player, that a player does not wear a brace during TCSL games. Braces are allowed as long as the Referee decides that the brace will not or cannot hurt the player wearing the brace or any other player. All metal, metal-like, or plastic brace supports are to be properly covered for the duration of the match. Elastic-type supports without any metal, carbon fiber, hard plastic or like devices are permitted provided the Referee does not deem the support to be potentially harmful to other players.

1.6 Eyeglasses

Players who must wear eyeglasses are encouraged to wear sports goggles. Lenses must be unbreakable and frames must be unbreakable plastic or sturdy metal.

PLAYING CONDITIONS

Teams will be expected to play according to the schedule of games regardless of weather. Only the Tournament Director(s) may reschedule games or alter the competitive format because of inclement weather or other just cause. Games shall be considered complete if one half has been completed and play is stopped by the Field Representative or Referee, Commissioner of Referees or the Tournament Director(s). When necessitated by playing conditions or just cause, the game format may be altered to include shortening of games, penalty kicks or coin tosses.

Hot Weather/Heat Index:

1. Up to 89 degrees: normal play.
2. 90-99 degrees: 2 min water breaks; each half shortened by 5 minutes.
3. 100-105 degrees: 2 min water breaks; each half shortened by 10 minutes.
4. 106 degrees and above: play suspended

POINT SYSTEM AND BRACKET WINNERS

Bracket winners will be determined by the following point

system: Win 3 (three) points

Loss ----- 0 (zero) points

Tie ----- 1 (one) points

A team that forfeits a game will give up 3 (three) points to the declared winner of the game and shall not advance to a final match. The match will be scored as a 4-0 win for the declared winner.

TIEBREAKERS

If at the conclusion of bracket play, two or more teams have the same point total, advancement to the semifinals will be determined using the following tiebreakers in the order listed until a team is eliminated. If more than 2 teams are tied proceed to step 2.

1. Winner of head to head competition: Does not apply if more than two teams tie
2. Winner of most games
3. Goal differential; goals scored versus goals against, **maximum 3** goal differential per game
4. Fewest goals allowed
5. Goals Scored
6. Most Shutouts
7. Least Red Cards
8. Earliest registration date. (If a team does not submit their roster by roster deadline, their registration date defaults to when their latest final roster was received / approved.

AWARDS

U9-U10 - Participation

U11 – U19 (if applicable) team player awards will be given to the players on the teams finishing first.

SUBSTITUTIONS

U8 - U18 (if applicable) – with the consent of the Field Referee substitutions may be made according to the laws of the game). A cautioned player may be substituted for before restart of play with the Referee's permission, this is not mandatory.

The Director(s) may declare a forfeit. Any team that forfeits a game will not be allowed to advance out of their group to the finals.

BUILD OUT LINE FOR U9 AND U10 (if applicable)

We will use build out lines at U9 and U10.

MIN #s NEEDED TO START A GAME

7V7 5 PLAYERS

9V9 7 PLAYERS

11V11 7 PLAYERS

MAX ROSTER

7v7 14 Players

9v9 16 Players

11v11 22 Players

PREGAME CHECK IN PROCEDURE

Managers/Coaches need to provide a copy of approved “coded or watermarked” roster to referee prior to each game. Rosters must be submitted and an approved watermarked roster will be sent. Electronic copies will not be accepted on site. Referee is not to collect player passes. Referee will keep approved stamped roster and turn it in with game card.

GAME LENGTH

9U & 10U (7v7) - Two 25-minute halves – No Overtime

11U & 12U (9v9)- Two 30-minute halves – Pool play – No Overtime

13U - 17U (11v11) - Two 35-minute halves – Pool play – No Overtime

Playoff / advancement games if tied after regulation will proceed to Kicks from the Mark without any overtime periods.

Bracket Finals will have two 5 minute Overtimes (no golden goal) and proceed to KFTM if still tied after those two overtime periods.

Kicks From The Penalty Mark

In the case of penalty kicks, the kicks from the Penalty Mark will be run in accordance with the FIFA Laws of the Game. The referee chooses the goal at which the kicks will be taken. The referee tosses a coin and the team whose captain wins the toss will take the first kick. Both teams take five kicks; kicks are taken alternately by the teams.

If before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken. If after five kicks the score is tied, kicks continue until one team has scored a goal more than the other (sudden death) from the same number of kicks.

Only the players on the field at the end of the match are allowed to take kicks. A different player must take each kick and all eligible players must take a kick before any player can take a second kick. If the player is under suspension they may NOT participate in the kicks.

RED CARDS

The player(s) receiving the Red Card and the Coach must report to Tournament Headquarters following the game. Player will be suspended for a minimum of 1 game. The suspension may be increased depending on the severity of the incident.

REFEREE ABUSE

Referee abuse will not be tolerated during the tournament. Referee abuse by the player, coach or fan will be reported to their Home State Association within 48 hours of the end of games. The player, coach or fan will be removed from the soccer complex and will not be allowed to return.

REFUND

Shall be determined by the tournament staff. There will be NO REFUNDS after your team has been accepted. TEAMS, PLAYERS AND COACHES

All teams and players must be affiliated with the USYSA or a sanctioned affiliate. Player passes and roster may be checked prior to each match.

GAME ROSTER

After check-in/registration, teams may not alter their rosters or make additions/subtractions at any time until unless approved by tournament director.

TEAM DISCIPLINE

A coach is responsible for the words and actions of his players and their fans. Verbal abuse of the opponents or referees by players, coaches or spectators will not be tolerated. Violations may result in forfeiture of the game and/or expulsion from the tournament.

A red carded player and his/her coach must report to tournament headquarters immediately after the game in which the card was given to determine the player's status for subsequent games. Decisions will be based upon the rules of the TCSL.